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# amiga

## FORCE

### WHO'S COMING TO THE AMIGA?

Find out/inside!

#### JURASSIC PARK

A review 160 million years in the making!

#### INFERNO

Slick shoot-'em-up for the CD32

#### MONKEY ISLAND

4 page detailed players' guide

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GAMES!

CD32 AT  
THE  
MOVIES!

Commodore's  
Full Motion  
Video  
revealed!



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MAGAZINES



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No.16

MARCH 1994

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# amiga New Kind of Magazine...



**W**elcome one and all to a new kind of Amiga Force. You won't find any 'free' disks on our cover and no high cover price either — instead just a 100% solid Amiga gaming magazine. If you've had a quick flick through this issue you'll have noticed some major changes. We've redesigned the mag from scratch and put together a brand new editorial team.

One of the main differences is the way we'll be reviewing games. There are umpteen magazines out there all rushing to bring you the latest full price reviews, usually making a botch job of it in the process. Most of them don't even glance at the latest budget releases.

There's none of that in this magazine. Instead we're dedicated to bringing you informative, in-depth reviews on the games everyone can afford. Whether they be original budget titles, re-releases, compilations or CD32 and A1200 upgrades they'll all be covered properly under these pages.

Of course we can't ignore the full price games — they still make up the majority of the sales in the Amiga software world. What we'll be doing is sorting out the wheat from the chaff and reviewing the best full price releases every month — and even then they won't get the standard review treatment. We'll be covering the games from another angle, offering budget and re-release alternatives to the full price game or creating a feature on the game's background and influences, incorporating a review.

Sounds complicated? Well it's not. We just couldn't see the point in bringing you a magazine covering the same games in the same way to all the others. We hope you like what we've done, if you do drop us a line and say so! If you don't then flip over to the survey on page 53 and tell us why.

Well that's enough chat from me. Enjoy the magazine.

*Nick Roberts*

**Nick Roberts**  
Editor



IN THIS ISSUE ...

# amiga

## FORCE



• MARCH '94  
• ISSUE 16



# GO

## It Was MaRio!

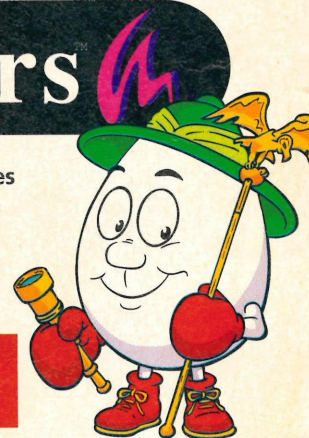
Yes, the little fat Italian plumber from the Super Nintendo is coming to the Amiga with Mindscape. *Mario is Missing* isn't in the usual platform game mould but it's great fun to play. Find out more on page 12.

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## Codemasters

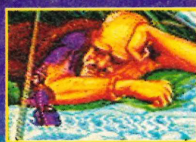
One of the leading software houses of the past few years open up their back catalogue of budget and full price releases for inspection. We ask the top dogs about their personal favourites and take a look at their greatest games of all time.

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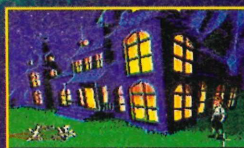
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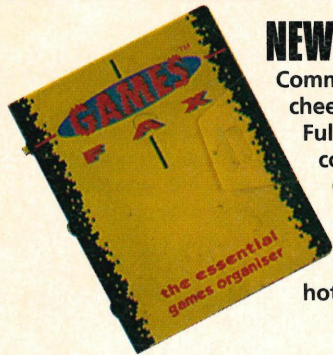




In the all-new AMIGA FORCE Tips Vault over on page 60 we've got hoards of tips for all kinds of games. There's a detailed players' guide to the excellent graphic adventure *The Secret of Monkey Island*, tips on *Frontier: Elite II*, *The Lotus Trilogy*, the compilation *Excellent Games* and the instant hit *Jurassic Park*. Phew!



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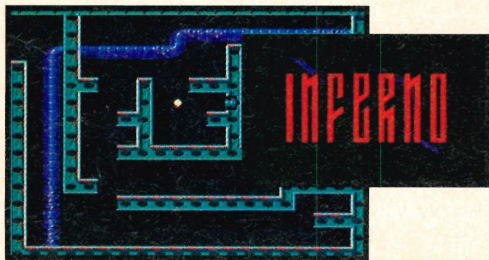


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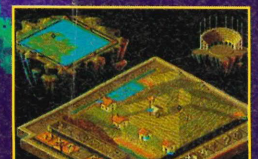
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# NEWS

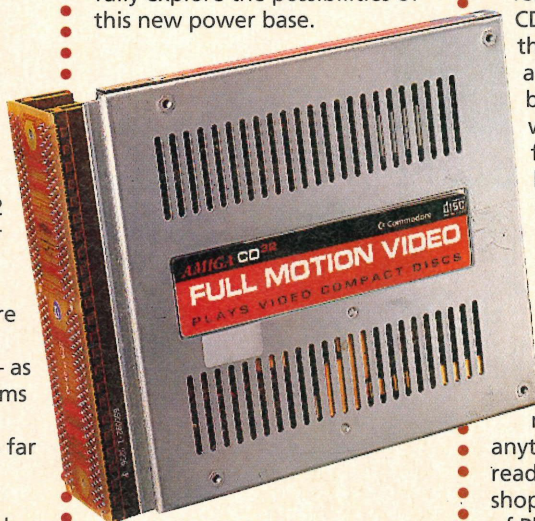
GOSSIP, RUMOURS AND FACTS ON EVERYTHING AMIGA!

**February already and a big kick in the teeth for all those console chumps bearing black flags for the future of the Amiga. As it stands market share for Commodore's evergreen 16-bit buddy here in the UK is approximately 46% — almost that of Sega and Nintendo put together.**

Of that, the SNES occupies a mere 12% of the home entertainment system user base. So, what with the CD32 wonder-machine far superior to the Japanese cart-based systems and streets ahead of the Mega CD, Commodore are set to stay firmly at the forefront of home gaming — as long as their financial problems don't get any worse.

Of course the CD Amiga is far more than just a games machine. Its high quality Full Motion Video capabilities make it a superb platform for other media applications just beginning to be realised. After a nine month refurbishment project, the London transport museum re-opened on 14 December with interactive videos at the heart of the new look. Touch screens and simulations are available to visitors allowing one to experience the joys of public transport (!?) over the last

century. Hardware for these systems is made up of 109 CD32s as well as miscellaneous Amiga A4000s. This doesn't mean (we hope) an influx of train and bus sims onto the market but it does illustrate the power of the machine and gives an idea of what might be achieved should programmers fully explore the possibilities of this new power base.



## Film '94

Another feather in the CD32's cap is the recent launch of its new FMV cart. This special attachment enables Commodore's flagship machine to play videos stored on CD using the MPEG1 standard. The unit is roughly five by six inches wide and half an inch thick, consisting of a substantial circuit board encased in a robust metal box. After insertion, it appears

to take longer for the CD32 longer to display its title screen — if, say, you've seen the difference between A600 and A1200 start-up speed, you'll know what we mean. Other than that, there's no noticeable difference, other than the fact the machine's now capable of playing FMV games, videos...

There aren't a great deal of these available at the moment — at the time of writing, we've just received invites to a ceremony for the launch of the first commercial music video on CD — but there soon will be, simply because it's said to be easier (and certainly cheaper, with duping costs around the 57 pence mark per unit) to store feature films or pop videos on CD. Recent research indicates that traditional VHS cassettes are practically unusable after between 20-50 years — those who frequently hire videos from high street libraries will know just how bad the cassette quality becomes after a few year's worth of use.

Commodore have yet to announce news of a potential CD bundle with the unit — we should imagine they'll opt for a music video compilation, if anything — but by the time you read this, the unit will be in the shops. We've also heard rumours of Phillips video CDs working on CD32 machines, but there's no hard evidence to substantiate this as yet — more information on that when we get it... and an FMV cart, for that matter! Commodore aren't renowned for their generosity when it comes to free review copies...

Christmas is the season of goodwill and all that jazz, with everyone making time for drinking, eating and all manner of jovial japes — including

Commodore, it would seem. This little jest of theirs (see picture) will doubtlessly have peeved Sega, especially with it being a cruel parody of their 'to be this good takes ages/Sega' slogan. It's essentially the advertising equivalent of David Pleasance popping 'round to Sega HQ and taking a crap on their marketing director's desk... for the want of a better analogy, ahem!

## Live and kickin'

Early it may be, but the biggest event of the year is already set to be the Live '94 show in November. The first 'Live' show last year was a roaring success, attracting in excess of 140 000 eager punters to London's Olympia. Praise gushed from all corners of the industry with David Pleasance, Commodore's joint Managing Director enthusing 'The most exciting I've ever been involved in', with Prof Peter Cochrane of BT Research adding 'A tremendous success... quite spectacular' and Steve Shields, Managing Editor of our sister mag Mega Machines, quoted as saying 'Was I there?'. High praise indeed. In fact, expectations for this year's extravaganza are so big the venue's been changed to Earls Court with its substantially larger capacity. This is in no way an optimistic move as within a mere three weeks following Live '93 the organisers were inundated with bookings for 1994 amounting to over twice as much floor space as the whole of the '93 show.

Research indicated that those who attended the show alone would spend a staggering £90 million over the following year on home entertainment and, given the market as it stands, you can bet your bottom dollar a fair portion of that will be Amiga-related. All that remains to be said is get ya tickets early — this is gonna be a big one!





While on the subject of 'big ones', a couple of new Manga movies are on the way. The Japanese kings of kinky animation are set to release further instalments of two of their long running sagas. First there's *The Final Challenge*, part four of the *Doomed Megalopolis* series. Gore fans might be a little disappointed to learn that it's only a 15 rating but fear not. *The Hostages*, episode four of *Crying Freeman* is a good solid 18 and will feature all the gratuitous sex and

all you cartoon pervies hanker for. One's mind drifts to the possibility of a CD based interactive Manga game — imagine that...

In the shadow of the CD's leap to prominence humble disk users needn't feel alienated. Floppies may be as trendy as tweed jackets with patches on the elbows but they're still far and away the most versatile mode of information storage around. Try saving game positions to CD or cartridge without a battery back up and you might as well be teaching the art of traditional English

cuisine to a petrol pump. For those with floppies and an affinity for save-heavy soccer management games, Domark have a series of data disks lined up to be used in conjunction with their stat-tastic *Championship Manager '93*. *End Of Season*, set for a

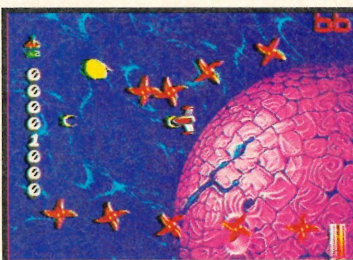
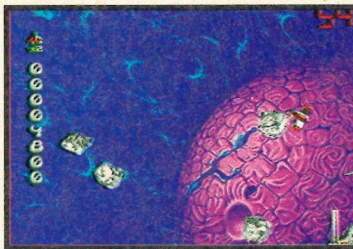
May release, is a complete statistical update of all team and player information in the game. All up-to-the-minute transfers will be included for the ultimate in topical action. In July, you'll be able to get your hands on *CM — Superleague*, featuring a league competition including all the top teams from around Europe. There are also rumours that a *Championship Manager* international game could be in the pipeline... expect more news as the World Cup draws closer.



Bargain hunters will be pleased to hear of a packed '94 release schedule from The Hit Squad. 28 top titles are planned including such classics as *Desert Strike* and *Sim City*. Most will retail at around the £12.99 mark but expect some variation.

### Who's Ray?

A1200 owners can look forward to May when Daze Marketing intend to release an AGA version of the beautiful *Stardust* (see ish 14 for a review of the 16-bit incarnation). Programmers Bloodhouse are currently at work on the project, to be monickered *Superstardust* — oh no, SNESarama — which will feature even more so-gorgeous-you-could-eat-them-right-up ray traced graphics, more colours and a CD32 version to follow, featuring an all-new soundtrack taking advantage of the new technology.



## Letter from sensible

Today is my birthday so it seems as good a day as any to feed you with my bullshit. For the sake of speed and for the hell of it I'm going to write this entire piece of waffle without going back to correct any of my typing errors or spelling mistakes (yeah, thanks Jon — Sub Ed). So here we go with an amazing meander into something that I might eventually want to say.

The guys at work just bought me some lovely birthday presents — a satsuma, a piece of Brie, a hacky sack, a spent box of matches, a ridiculous thing that plays 'It's a Small World', a kazoo, a whistle, a football rattle almost in the colours of Norwich City, a Robin Hood hat and a bow and arrow set with suckers. Jools just won a fiver by getting the arrow closest to Martin's backside...

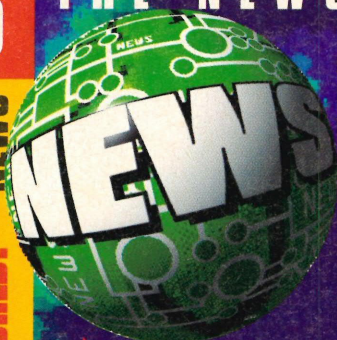
I'd like to gripe about the amount of formats on the market at the moment and the problems this causes us in software development. Not only does it take the best part of two years now to produce a top-notch original game, but if we are to do the conversions ourselves (in order to ensure they're good enough) we have to piss away another three to six months per version, when we could be getting on with writing some new games instead of going over what is — for us — boring old ground. The other downside of ever-changing and varying formats is that it takes the spotlight off the software we produce and onto the hardware. This makes it very hard

# Charts

It's time to find out what's hot in the wide world of Amiga gaming. There's a beat-'em-up flavour to the chart this month, with *Mortal Kombat* and *Street Fighter 2* both making the top five but where's *Body Blows Galactic*?

1	(8)	MORTAL KOMBAT	94%	Virgin
2	(4)	CANNON FODDER	90%	Virgin
3	(1)	FRONTIER: ELITE 2	96%	Gametek
4	(—)	STREET FIGHTER 2	65%	Kixx
5	(—)	JURASSIC PARK	68%	Ocean
6	(—)	THE SETTLERS	94%	Blue Byte
7	(2)	PREMIER MANGER 2	89%	Gremlin
8	(5)	MONKEY ISLAND	88%	Kixx
9	(12)	SENSIBLE SOCCER 92/93	—	Renegade
10	(3)	CHAMPIONSHIP MANAGER 93	85%	Domark
11	(11)	ZOOL 2	86%	Gremlin
12	(7)	MICRO MACHINES	89%	Codemasters
13	(—)	CHAMP' MANAGER 94 DATA DISK	—	Domark
14	(—)	XMAS LEMMINGS	—	Psygnosis
15	(13)	ALIEN BREED: SPECIAL EDITION	—	Team 17
16	(6)	ALIEN BREED 2	88%	Team 17
17	(—)	ZOOL	—	Gremlin
18	(—)	ROBOCOP 3	—	The Hit Squad
19	(14)	STRIKER	—	GBH
20	(—)	SPEEDBALL 2	89%	Kixx





for us to establish classic games on any format as no matter how good they are, the platform they're written on will always date them. I feel that *Wizball*, *Dropzone* and *Elite* are all a good case here, where the original version — and, after all, the original version from a creative point of view is by far and away the most important one — was written on a now-dated machine, so the product you produced is judged in the majority by the hardware. This is something you have no control over and to a certain extent are a victim of.

Personally, I don't give a \*\*\*\* which machines are successful or not; I only hope that, apart from one of them, they all die out and then we can get on with developing for that machine, whatever that may be, safe in the knowledge that that every computer owner in the world will be buying the actual version of the game you're writing and your product can be judged on that format alone — without having to suffer the conversion process. Because I know we (Sensible) are capable of writing on every format I genuinely don't care which formats are successful or not. All I know is that until we thin the market down of machines we'll never get the focus on software necessary for us to become established a serious ARTISTS and the computer industry will never have the mainstream standing with the public that it so craves — and we'd make more money in less time.

That's all for now folks.

Love,

Jon 'Jops' Hare, Sensible Software



Uh oh! We seem to be back on the subject of compact disks so we suppose this is an appropriate juncture to mention a revolutionary idea from Discronics to combat counterfeit CDs. This involves printing unique holograms on the surface of disks. Being almost impossible (at least without very expensive equipment) to duplicate, it'll be possible to tell at a glance a genuine disk from an illegal

copy. The technique has no drawbacks other than a small price increase which will become nominal as the industry absorbs any minor rise in production cost. CD piracy has become big business, amounting to 1% of all CDs sold in Europe last year. In a little survey carried out around the office (assuming the Impact staff buy an average number of disks) that means approximately one in six people owns an illegal CD! Look out pirates.

Now for some news on forth-coming new adventures involving such video game

stalwarts as *ToeJam* and *Earl*, the *Lemmings*, *Greendog* and *Chuck Rock*. Now before you go dashing down to the local software emporium demanding to know when these games are coming out read on. They're not actually games at all but a series of comic books soon to be released by Dark Horse. Entitled *Max Overload*, issue one will be 64 pages of '... cutting-edge comedy and a host of lively features'. *MO* should be just on sale as you read this at a reasonable £1.95 with a projected circulation of 100,000.



# Stick it to 'em

You could have the greatest game in the world — CD stereo sound, 12 billion colours on screen, playability perfection incarnate, but all that counts for diddly if your joystick's crap. So, for no reason at all (other than we'd knackered all our old 'sticks and needed an excuse to blag some) here's a run down of some of the most popular devices in circulation. For this purpose we've come up with a cunning scheme with which to rate them. Each stick shall be rigorously put through its paces in that god of games, *Sensible Soccer* and subsequently awarded a 'Sensibility' rating. In the interests of fairness, all games shall be played between England (me) and Holland (CPU). Righty ho, first up it's the...



## ZIP STIK

Finished in a tasteful black with yellow trim, the Zipper certainly looks the part. The four suction pads require a shiny flighty surface as it's a bit unwieldy in the hand but very comfortable atop the desk.

Swift passing movements are easily achieved with precise control and responsive buttons. Set pieces and headers prove equally painless but a little lack of weight in the shaft detracts very slightly from an otherwise impressive piece of kit.

Final score: England 3  
Holland 0  
Sensibility rating: Norwich City

## MEGADRIVE II STANDARD PAD

You may or may not be aware of this but Sega pad's are compatible with the Amiga

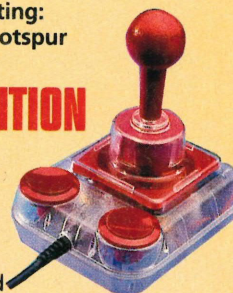
without any need for interfaces or anything. Just remember it's [B] to fire. The new Megadrive II's pads are far superior to the old ones and are available for a comparative song at most game stockists.

*Sensible* isn't a game that lends itself to pads. Some nice wiggles are possible but headers and, particularly, accurate curling shots are difficult to achieve. It's a joy to play platformers though so, if you're a platform fan, buy one.

Final score: England 1  
Holland 1  
Sensibility rating: Tottenham Hotspur

## COMPETITION PRO EXTRA

Looks a bit rough around the edges but sure feels robust. The autofire switch is well positioned so it won't get flicked on/off accidentally at inopportune moments but, unfortunately for reclining gamers, it's another





## ZOOL RULZ!

Sega have Sonic, Nintendo have Mario and who does the Amiga have? Well Zool's a gaming superhero who's gone from strength to strength since the release of his first adventure in 1992. The high street shops will soon be inundated with merchandising starring the little ninja ant from Gremlin's hit platform games. He's also been converted into a fantastic arcade machine by Bell-Fruit Manufacturing, a leader in coin-operated amusements. The machine's been popping up in arcades around the country since last summer and the reaction from the coin-op buffs has been excellent. But what if you can't get to an arcade very often or don't have enough cash to splash out on merchandising as well as the cool games?

Well Gremlin have produced a range of cool Zool goodies and are giving them away in the boxes of *Zool 2* and at the various computer shows they're attending during 1994. Postcards, stickers and great Zool door hangers with 'DO NOT DISTURB - PLAYING ZOOL' printed on them in big yellow letters are just



a few of the items you can collect. You might even bump into Zool and his female companion, Zooz, if you go along to one of the computer shows this year! They appeared together at last year's Live '93 and FES shows, so keep 'em peeled!

desk mounted effort.

This stick is stiff. You've gotta wrestle to move the blasted thing — hardly conducive to intricate one-tuos. Eventually England were reduced to long punts up-field but the route one approach failed to impress the Dutch. After the final whistle I was left rubbing an aching wrist and pondering a first defeat.

**Final score:** England 0  
**Holland 2**  
**Sensibility rating:**  
Wimbledon

## CRUISER

Despite erstwhile exed, Phil 'Where is he now' King swearing by them, I've never been a fan of the Cruiser. I always found the fire buttons a bit too far from the stick itself. Still, the new generation feature the welcome addition of an autofire feature and retain the novel 'adjustable stiffness' control. Some neat movements are possible but the whole thing has a bit of a creaky, fragile feel to it. Even on the stiffest setting the stick's too wobbly — it just doesn't have the



necessary balls despite victory.

**Final score:** England 2  
**Holland 0**  
**Sensibility rating:** Swindon Town

## COMPETITION PRO MINI 5000

The baby of the bunch, this is exactly the same shape as the CP Extra but about a quarter of its size. This allows for comfortable hand-held control but reduced

dimensions mean the omission of an autofire facility. It's not bad, but the square shaft housing can make normal forward/back/left/right tricky as it tends to slip to the corners, sending you off diagonally. It feels and looks like it could be a winner but results are unsatisfactory.

**Final Score:** England 0  
**Holland 1**  
**Sensibility rating:** Chelsea

Thanks to Power Play for supplying us with the joysticks and Mega Machines for moaning about us using their Mega Drive joypad. You can contact Power Play on 0457 876705.



# Coming Soon...

There are lots of exciting games in the pipeline for Amiga nuts. We've raided the release schedules of all the companies we could think of to bring you this definitive list of Amiga gaming throughout 1994. See what you fancy and start saving your cash!

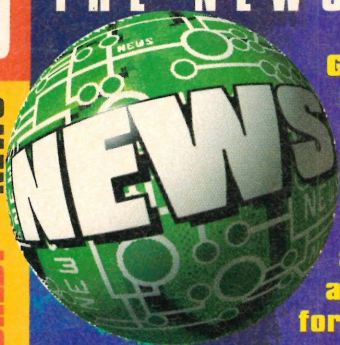
### FORMAT CODES:

16=16-bit

[A500/A600/A1000/A2000/A500+  
/A1200/A4000], 32=32-bit  
[A1200/A4000], CD=CD32

Game	Producer	Style	Format	Release
A-Train	The Hit Squad	Strategy	16	Out now
Arabian Nights	Buzz	Platform	CD	Out now
Burning Rubber	Ocean	Driving	16	Out now
Dark Seed	Cyberdreams	Adventure	16	Out now
Disposable Hero	Gremlin	Shoot-'em-up	CD	Out now
European Champions	Ocean	Sport	16	Out now
Excellent Games	Beau Jolly	Compilation	16	Out now
Gadget Lost in Time	Two-Can	Education	16	Out now
Gunship	Kixx XL	Flight Sim	16	Out now
John Barnes European Football	Buzz	Sport	CD	Out now
John Madden Football	The Hit Squad	Sport	16	Out now
Jurassic Park	Ocean	Adventure	16	Out now
Kings Quest VI	Sierra	Adventure	16/32	Out now
Laser Squad	Buzz	Strategy	16	Out now
Lethal Weapon	The Hit Squad	Arcade	16	Out now
Manchester United	Krisalis	Sport	16/32	Out now
Secret of Monkey Island	Kixx XL	Adventure	16	Out now
Simon the Sorcerer	Adventure Soft	Adventure	16/32	Out now
Speedball 2	Kixx/Renegade	Sport	16/CD	Out now
Street Fighter 2	Kixx XL	Beat-'em-up	16	Out now
The Lotus Trilogy	Gremlin	Compilation	16/CD	Out now
Wizkid	The Hit Squad	Platform	16	Out now
Seek and Destroy	Mindscape	Shoot-'em-up	CD	End of Jan
Another World	Kixx XL	Adventure	16	February
Award Winners	Empire	Compilation	16	February
Battle Isle 2	Kompart	Strategy	32	February
Beneath A Steel Sky	Virgin	Adventure	16	February
Bogies	Grandslam	Platform	16	February
Brutal Football	Millennium	Sport	CD	February
Dark Stone	Core Design	Adventure	16	February
Darkmere	Core Design	RPG	16	February
Dreamweb	Empire	Adventure	16	February
Eye of the Beholder 1	Kixx XL	RPG	16	February
Fire & Ice	Renegade	Platform	CD	February
Flight of Amazon Queen	Renegade	Graphic Adventure	16	February
Flood	The Hit Squad	Platform	16	February
Fly Harder	Buzz	Shoot-'em-up	16/CD	February
Gunship 2000	Microprose	Simulation	CD	February
Kings Table	Gametek	Strategy	16	February
Lionheart	Thalion	Platform	CD	February
Mario is Missing	Mindscape	Educational	16	February
Mr Nutz	Ocean	Platform	16/32	February
No Second Prize	Thalion	Racing	CD	February
Rise of the Robots	Mirage	Beat-'em-up	16/CD	February
Sabre Team	Krisalis	Shoot-'em-up	32	February
Slicks	Codemasters	Racing	16	February
TFX	Ocean	Flight Sim	16/CD	February
The Chaos Engine	Renegade	Shoot-'em-up	CD	February
The Legacy of Sorasil	Gremlin	RPG	16	February
The Naughty Ones	Kompart	Arcade	16	February





**Gad-zooks! There are hundreds of games set for release on the Amiga this year. We'll be previewing and reviewing the best as soon as they become available. So stay tuned and start saving your cash for the mega releases.**

Thunderhawk	Core Design	Shoot-'em-up	CD	February
UFO Enemy Unknown	Microprose	Simulation	16	February
Uridium 2	Renegade	Shoot-'em-up	CD	February
Zool 2	Gremlin	Platform	32/CD	February
Lure of the Temptress	The Hit Squad	Adventure	16	March
A320 Approach Trainer	Thalion	Flight Sim	16	March
Ambermoon	Thalion	RPG	16	March
Apocalypse	Virgin	Shoot-'em-up	16	March
Battletoads	Mindscape	Platform	16	March
Detroit	Impressions	Strategy	16	March
Elf Mania	Renegade	Beat-'em-up	16/CD	March
FPS: Soccer	Sierra	Sport	16	March
Fury of the Furies	Mindscape	Platform	CD	March
Hannibal	Krisalis	Arcade	16	March
K240	Gremlin	Strategy	16	March
Liberation	Mindscape	Adventure	32	March
Mig 29 Super Fulcrum	The Hit Squad	Flight Sim	16	March
Mortal Kombat	Virgin	Beat-'em-up	CD	March
On the Ball	Ascon	Arcade	16	March
Out to Lunch	Mindscape	Platform	32	March
PGA Tour Golf	The Hit Squad	Sport	16	March
Pinkie	Millennium	Platform	CD	March
Robinson's Requiem	Silmaris	Simulation	16-bit	March
Sim City Classic	The Hit Squad	Simulation	16	March
Superstardust	Bloodhouse	Shoot-'em-up	32	March
The Lost Vikings	Interplay	Platform	CD	March
Theme Park	Electronic Arts	Strategy	CD	March
Traps & Treasures	Krisalis	Platform	16	March
Universe	Core Design	Adventure	16	March
Wing Commander	The Hit Squad	Shoot-'em-up	16	March
WWF	Virgin	Beat-'em-up	CD	March
Diggers	Millennium	Puzzle	CD	Mid March
Global Effect	Millennium	Simulation	CD	Mid March
Crash Dummies	Virgin	Arcade	16	April
D-Day	Virgin	Simulation	16	April
Dune	The Hit Squad	Strategy	16	April
Heimball II	Core Design	RPG	16	April
Inferno	Ocean	Adventure	CD	April
Ishar 3	Silmaris	RPG	16	April
James Pond 3	Millennium	Platform	16/CD	April
Jimmy White's Snooker	The Hit Squad	Sport	16	April
Sleepwalker	The Hit Squad	Arcade	16	April
Starlord	Microprose	Simulation	16	April
The Famous Collection	Alternative	Compilation	CD	April
Harpoon V.121	The Hit Squad	Strategy	16	May
Road Rash	The Hit Squad	Racing	16	May
Skeleton Krew	Core Design	Shoot-'em-up	16	May
The Games	The Hit Squad	Sport	16	May
Archer McLean Pool	The Hit Squad	Sport	16	June
Banshee	Core Design	Shoot-'em-up	16	June
Euro Football Champions	The Hit Squad	Sport	16	June
Realms	The Hit Squad	Strategy	16	June
Brutal Soccer	Millennium	Sport	CD	July
KGB	The Hit Squad	Adventure	16	July
Supremacy	The Hit Squad	Strategy	16	July
Epic	The Hit Squad	Shoot-'em-up	16	August
Populous II	The Hit Squad	Strategy	16	August
Earl Weaver Baseball	The Hit Squad	Sport	16	September
Reach for the Skies	The Hit Squad	Flight sim	16	September
Shuttle	The Hit Squad	Simulation	16	September
DPAINT V	Electronic Arts	Utility	16	Autumn
Krusty's Fun House	Virgin	Puzzle	16	Autumn
Sorus	Virgin	Adventure	CD	Autumn
Desert Strike	The Hit Squad	Strategy	16	November
Dune 2	The Hit Squad	Strategy	16	November

## GET THE FAX!



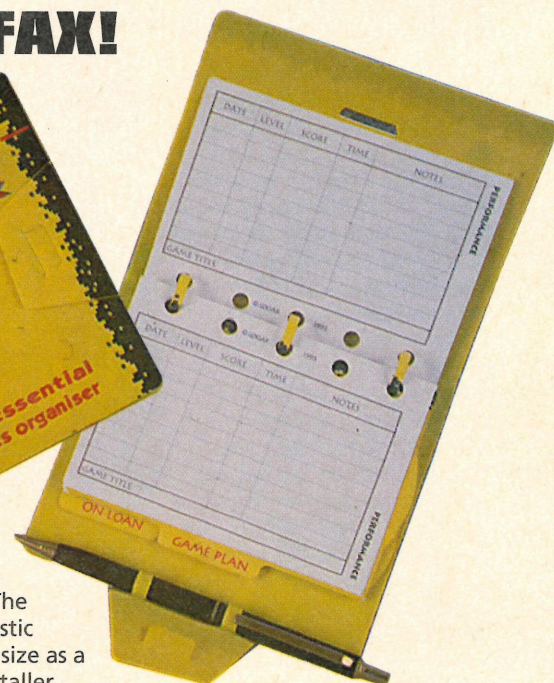
Here's a novel idea — a miniature personal organiser made especially for the game playing masses. The GamesFax is a small plastic binder about the same size as a floppy disk, but a little taller. Inside you'll find three categories to file information under: performance, game plan and on loan. Information like levels reached, high scores, cheats, passwords and who you have loaned your games to can all be kept neatly filed away.

This handy little filofax was first launched at the Future Entertainment Show back in November and proved to be a big success — and we've got 100 to give away to lucky Amiga Force readers!

If you fancy one then all you've got to do is send us the most hilarious joke you've heard recently. Write it down on a postcard or piece of paper and send it to: It's a cracker compo, Amiga Force, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Get your entries in before March 14 please.

### Out of luck?

If you want to be absolutely sure of receiving a GamesFax, you don't have to trust to luck. Send a postal order/cheque (NO CASH PLEASE) to the value of £6.95 made payable to 'AMIGA FORCE GAMESFAX OFFER', J.E.M. House, Cranleigh, Surrey GU6 8ND. We deliver to addresses in the UK only. You may receive your order within seven days but please allow 28 days for delivery from receipt of order. Return within seven days for a refund if not completely delighted. Offer subject to availability. Remember, if you are under 16 years of age, please obtain the permission of a parent/guardian before placing your order. The price of the GamesFax includes postage and packing.



## US CD LAUNCH

The Americans got their first chance to experience the power of the Commodore CD32 at the Consumer Electronics Show, Las Vegas in January and they loved it! Leading US console magazine Electronic Gaming Monthly commented,

'A better games console than Sega Mega CD, 3DO and Atari's Jaguar' and US magazine Amiga World wrote,

'An impressive product that promises exciting 32-bit gaming entertainment'.

They were told how the console had become the best-selling CD-based games machine in the UK in just three months from its launch and one of the first games, *Zool — The Ninja of the Nth Dimension*, had shot to the top of the game charts.

Lew Eggebrecht, the vice president of engineering at Commodore International threw down the gauntlet for all other console manufacturers. He said, 'We challenge anyone — Sega, Nintendo, Atari — to show us a better games player. And we challenge anyone — 3DO, CDI — to show us a better multimedia player at a better price.' Amiga CD32 has really started the CD multimedia war and the best thing is, it's got some great ammunition!



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#### • SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

#### • PAL or NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

#### • SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

#### • MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

#### • RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

#### • FULL STATUS REPORTING

At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

#### • POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

#### NEW

#### • JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

#### • MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

#### • AUTOFIRE MANAGER

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

#### NEW

#### • IMPROVED RAM EXPANSION SUPPORT.

Now many more external Ram Expansions will work with all Action Replay III commands.

#### • DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

#### • SET MAP

allows you to Load/Save/Edit a Keymap.

#### NEW

#### • PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

#### NEW

#### • DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

#### NEW

#### • IMPROVED PRINTER SUPPORT

including compressed/small character command.

#### NEW

#### • DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

#### NEW

#### • FILE REQUESTOR

if you enter a command without a filename, then a file requestor is displayed.

#### NEW

#### • DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

#### NEW

#### • PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

#### NEW

#### • BOOT SELECTOR

Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

### PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

#### EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler
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- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR

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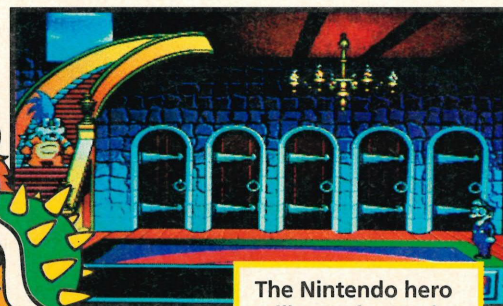
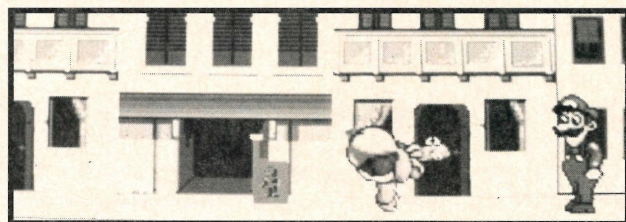


## LOOK TO THE FUTURE

## PREVIEW NEWS

What's on the horizon for us eager Amiga amigos (try saying that with a Fruit Pastel in your mouth)? There're platforms from Millennium, a 32-bit marvel from Ocean and... hang on, read it yourself ya lazy bugger!

# MARIO IS MISSING



The Nintendo hero will soon be on the Amiga thanks to the people at Mindscape. The game is great fun and you'll learn something about this world we live in while you play!

## Mindscape

Ever heard of a game called Donkey Kong? It was actually called Monkey Kong originally but some dozy Japanese translator got his wires crossed and out of the confusion a legend was born.

I don't mean the game, mind you. Despite appearing as an arcade machine, pocket

purpose of reaching the top of single screen levels (and rescuing a girly, but who cares about that?) the most enduring character in pixel-history took his first intrepid steps into our lives.

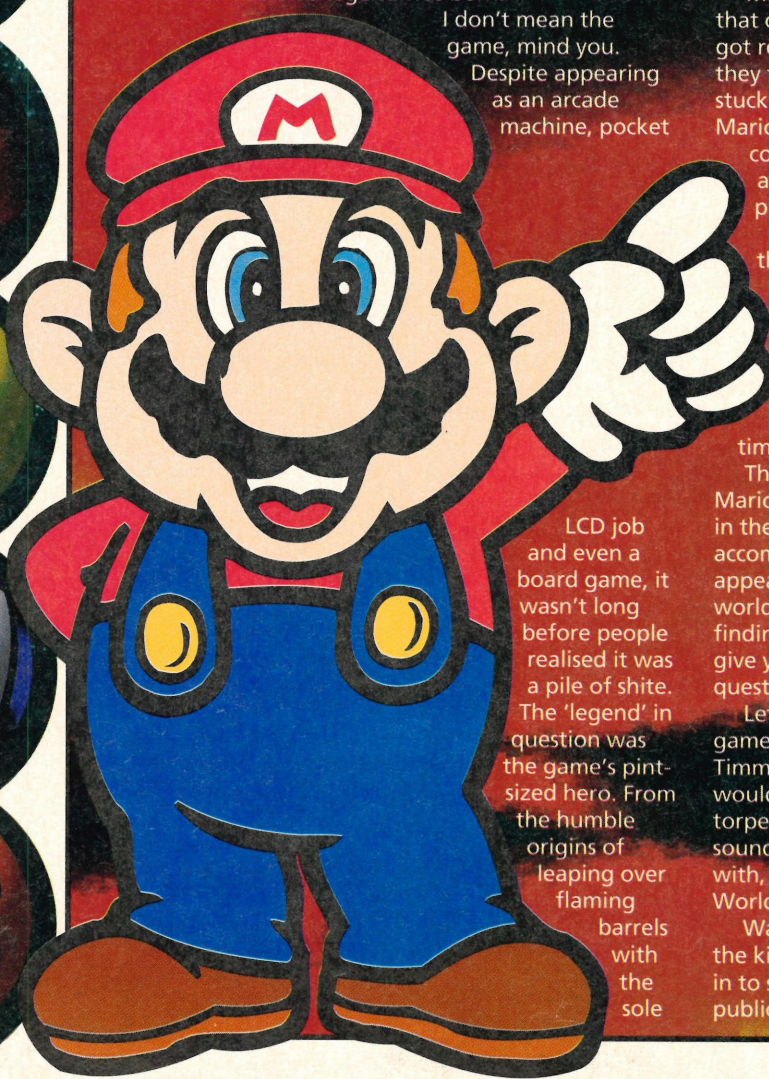
Mario Mario as he became known (The rumour goes that circa 1980 some top Nintendo executive-type bods got roaringly drunk and came up with the name which they thought was 'bloody funny at the time'. Sadly it stuck.) appeared on Speccy and Commodore 64 in Super Mario Bros but soon afterwards Nintendo who held the copyright barred the character from appearing on any system but their own, making the chubby Italian plumber their flagship character — until now...

Amiga owners will soon be able to play Mario from the comfort of their own homes without having to go out and buy a Nintendo console. So, what'll it be then? Super Mario World, Mario All-Stars, or even the meritorious Mario Kart? Unfortunately no. The name of the game is Mario Is Missing, and it's an 'edutainment' title. That means it's going to be fun — but you'll learn something at the same time.

The story goes that the moustachioed musketeer is Marionapped by his arch enemy, Bowser, and imprisoned in the cad's castle. The player controls Luigi who, accompanied by Yoshi (the cute green dinosaur that first appeared in Super Mario World), travels around the world visiting famous landmarks, duffing Koopas and finding clues. There's a scrolling world map designed to give youngsters an idea of world geography and questions to answer along the way.

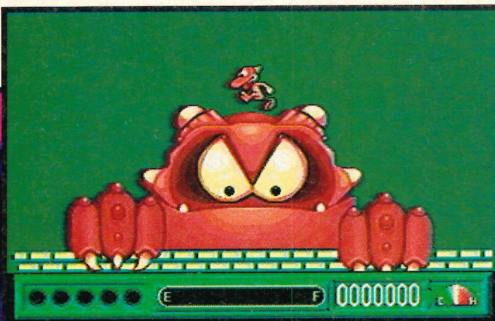
Let's just hope it doesn't turn out to be one of those games parents see on the shelf and think 'Ooh, little Timmy would love that!' when, in fact, little Timmy would rather be wiping out alien hordes with a neutron torpedo than showing off his general knowledge. Still, it sounds promising. There's loads of characters to interact with, dozens of places to visit, and all the famous Mario World inhabitants to meet.

Wait a while and we'll tell you whether it's set to turn the kiddies into child prodigies or if it's just a poor cash-in to squeeze a few more pennies out of the hype-weary public.

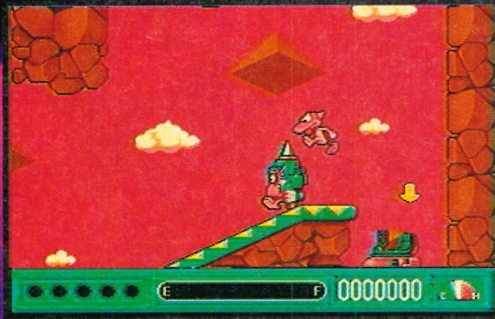


LCD job and even a board game, it wasn't long before people realised it was a pile of shite. The 'legend' in question was the game's pint-sized hero. From the humble origins of leaping over flaming barrels with the sole





# PINKIE

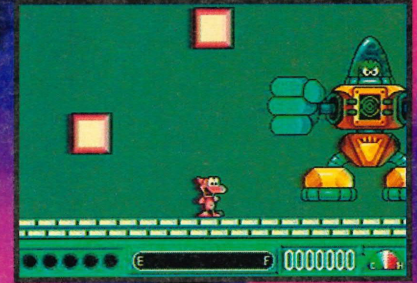


## Millennium

**G**adzooks! It looks like those Millennium peeps aim to take over the Amiga platform scene with JP3 and now Pinkie on the way. Pinkie is (apparently) a 'brave new kind of pink alien hero'. He was happy living on the planet Purple until he heard some terrible news. The galaxy's population of dinosaurs were near to extinction so the little alien took it upon himself to rescue the last remaining dino-eggs and stop the species from dying out. In the game Pinkie will travel around platform levels aboard his trusty Pinkiepod vanquishing nasty creatures, duffing huge end-o'-level guardians and collecting eggs which can be stored in a handy containment system aboard the pod. Not only that but poor old Pinkie will get his feet, ears and joy department wet in swimming levels with crazy currents to throw him off course and into the path of horrid sea creatures.

The Pinkiepod is a nifty piece of engineering. Looking not unlike a motorised unicycle the pod's equipped with a powerful spring to launch it high in the air, retractable flippers for underwater travel and extending boxing glove out front to chin the nasties. Pinkie isn't confined to his contraption. He can leap from the saddle and take on the many minions hand to hand. This is useful as, being quite a bulbous gadget, the pod can't fit into small gaps.

The early demo we've seen looks pretty standard, it must be said. Pinkie himself is well drawn and animated but somehow doesn't have the character of, say, Alfred Chicken though the game itself plays similarly. At this early stage it's hard to see Pinkie appealing to any but the most ardent platform crazies and as for him becoming the #1 cutesy hero — dream on, Millennium!



# OUT TO LUNCH



## Mindscape

**T**here's a potential treat in store from those saucy south coast types, Mindscape. Out To Lunch concerns the adventures of one Pierre Le Chef — a cute little cordon bleu with a problem. All his devious ingredients have escaped from the pantry and run

away back to their countries of origin. The idea's to run around the scrolling platform levels representing each country, each with an appropriate soundtrack, rounding up all the pesky food and returning it home. A bit like a 90s version of that old Ultimate classic, Cookie, from the early days of the Spectrum. I'm showing my age now!

Anyway, we've only seen screen shots so far but a Super Nintendo version's been out for some time and the SNES FORCE boys from next door reckon it's a doozy. There's no reason why the Amiga conversion shouldn't be just as hot. The screens look grand with heaps of colour and lovely backgrounds though whether or not the parallax scrolling will be included remains to be seen. Not only are there the graphics but culinary power-ups such as wooden spoons which make dandy swords, and bags of flour which double as bombs (Cookie again). Then there's the weird 'n' wonderful nasties including salmonella ridden eggs who're out to contaminate the all important ingredients and give Pierre a good kick up the derriere.

Between-level bonus stages feature a super market sweep type dash-along-with-a-shopping-trolley-collecting-fruit bit and a one armed bandit machine for extra points. All in all this is one the whole team's looking forward to playing!



## Ocean

**I**f you're waiting for a game to show off your CD32 and send Sega/Nintendo owners into a gibbering sulk, your wait could soon be over. Ocean's Inferno looks like being the CD32 title we've all been holding out for. It's a space flight simulator giving you an entire solar system in which to operate. That's seven planets and three moons, not to mention around 300 different

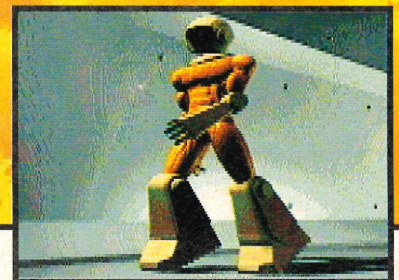
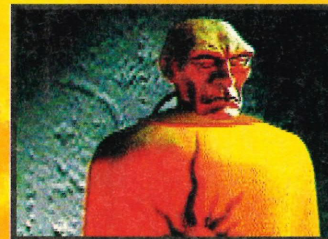
# INFERNO

and individually controlled enemy ships to defeat. Encompassed in the game are a massive 700 missions which should keep you flying until well into the next century.

Programming is being handled by Digital Image Design (DID), the people responsible for F29 Retaliator, Robocop 3 and Epic so we're in capable hands on that front. All those games feature superb and speedy filled 3D graphics but Inferno is set to blow them away. We're promised textured distance fade, and a light-sourced cockpit display 'for true realism'. At the risk of sounding a wee bit dense, I'm not entirely sure what that means but it sounds pretty neat, eh? But

seriously, we've seen a demo of the intro sequence and it looks quite spectacular. If the game comes close it'll be so hot you'll need oven gloves to play it (though you're meant to hold the joystick is anyone's guess).

What we do know is that Ocean and DID together is a mouth-watering prospect and the result could wow even the most ardent of cynics.





## LOOK TO THE FUTURE

# JAMES POND 3: OPERATION STARFISH

## Millennium

First there was plain old James Pond. He arrived on the Amiga and ST (stifled ho ho) many years ago to mucho critical jubilation. The groansome manual, filled with fundicious fishy puns, gave rise to rye chuckles aplenty and the aquatic gameplay lived up to its jovial promise. Then came Robocod. Press reports of the time were favourable but why, I

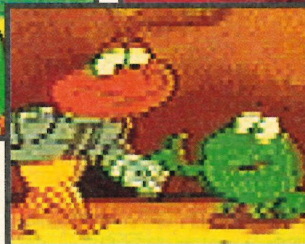
don't know. James Pond 2 was, to be blunt, crud, and the worst kind of crud. A popular character thrown into a boring and derivative world of bland platforms and drab backdrops. Second time around the fish jokes were no longer funny with the groans taking on an air of sincerity. James himself lost all credibility and, despite Millennium's attempts to promote him on a par with Sonic and Mario, the seeds of sadness were sown.

Now, in an attempt to rescue the sorry piscine's career, the software company of a thousand years plan to release James Pond 3: Operation Starfi5h (No, that '5' isn't a misprint — remember those sad puns I was on about before?). The evil Doc Maybe (Pond's arch enemy from the first two instalments) is up to his old japes. This time he's decided to monopolise the worlds dairy market by mining cheese and other milk related products on the moon. As always it's Pond who's chosen to pull the plug on his lunar-cy.

Based on the Megadrive game, JP3 is on course to re-establish the worlds favourite (only) underwater agent among video gaming's elite. Millennium have obviously taken note of the trend for top characters to have side-kicks. Mario has Luigi, Sonic has Tails, Zool has Zooz and Pond now has Finnius Frog — a green (aargh!) rookie straight out of training. This time there'll be more elements to the game. As well as platforms, secret rooms et-al, we'll see super-speedy Sonic-style scrolling and pick up/drop object type puzzles. Being an avid member of the anti-Pond brigade, when I say this is going to be one to look out for, you can take that as a solid vote of confidence. We shall see what we shall see.



We'll have more screen shots of this great new platform game from Millennium next issue — stay tuned!



# NAUGHTY ONES

## Kompart

Soon to come from Danish programmers, Interactivision (are they extracting the Michael or what?), is a new cutesy platformer in the Rick Dangerous mould. The crap-titled Naughty Ones takes place over five worlds and fifty screens in which you and optional friend have to guide the bad dudes of the title, two cool toddlers in shades, to safety. There's loadsa fruit and bonuses to collect along the way but each screen's infested with nasties and traps to which you're bound to come a cropper. Obstacles include dripping water, clocks with loose pendulums that just happen to drop off should you walk underneath, as well as patrolling robots and the like. Then there's

Rick D-style wall mounted lasers but play is more two dimensional.

From what we've seen so far (a short, five screen demo) the game has all the standard ingredients — chubby sprites, jolly soundtracks and a million ways to go belly up. What it doesn't appear to have (at this stage at least) is very much in the way of originality. Graphics are clear but standard and uninspiring and gameplay is wildly derivative. I found at least one hidden bonus room but it remains to be seen just how much the full game will improve on a demo which only received a luke warm reception at best around the office. We only just managed to stop Rob reviewing it, for the PD section! Naughty Ones will run on Amigas

with one MEG of RAM but an A1200 specific version is promised — hooray. Judgement's being reserved at this time so look out for a full review around March.



Looking like a modern day version of *Rick Dangerous*, *The Naughty Ones* was initially disappointing — let's hope the finished game comes up to scratch.

# UNIVERSE

## Core Design

Last month you'll have read the preview on Core's forthcoming sci-fi adventure but did you know this? By way of a little originality all the backdrops in *Universe* are digitised from specially hand-done paintings. We just thought you might fancy a gander at some of the original artwork which is really rather nice.







# PROFESSIONAL FOOTBALL MASTERS 4

VERSION

Quite simply the best Football management game for your computer.

We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

**Managers:** 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

**League & Cup:** Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

**Games:** Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

**Players:** Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

**Team:** Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

**Club:** Sponsorship, Ground improvements, View opponent, Finances The Match: Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

**Other:** Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support. Plus: Over 100 other meticulous refinements impossible to list here.

**Editor:** Allows you to amend various items in saved games. £12 Extra Scottish: Dedicated version details available upon request.

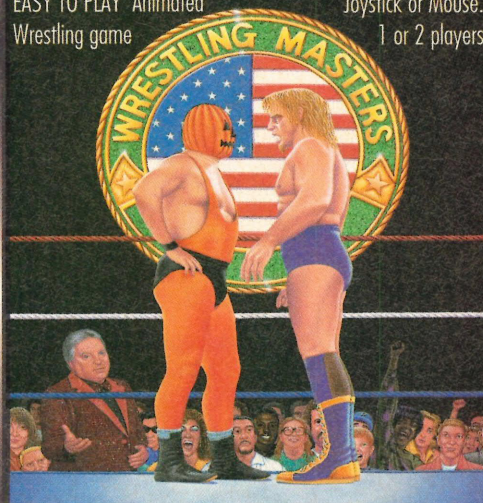
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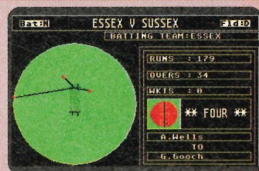
## CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

• Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



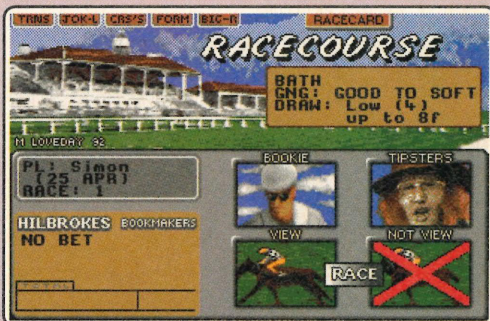
## STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

## ORACLE

Open National Tipping Competition 1991: Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. **Winnings Statistics:** 104 wins out of 166, as from 2/6 to 1/9/93. **Formula:** This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! **Research & Development:** Three years full time race analysis and experimentation to refine and test the prediction system. **Inside Knowledge:** Plenty of unique hints from contacts in the know. **User Friendly:** No racing knowledge required, easy to use, tutorial book. **Restricted Sales:** As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. **Monthly Updates:** Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. **Price Increase:** Highly likely. Buy now before success forces increase.

## World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-

### GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

### ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

### STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

### PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.



### FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

### VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.



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P.F.M. Editor V4					
Stable Masters V2					
Oracle Horse Tipster (RRP £99.95)					
Cricket Masters					
World Cup Cricket Masters					
Wrestling Masters					

## MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

DESCRIPTION	A O	PRICE	TOTAL
Professional Football Masters V4		24.95	
P.F.M. Editor V4		12.00	
Stable Masters V2		24.95	
Oracle Horse Tipster (RRP £99.95)		75.00	
Cricket Masters		24.95	
World Cup Cricket Masters		24.95	
Wrestling Masters		19.95	

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# CODEM in-dept

**With over thirty Amiga titles under their belt, budget and full price, Codemasters have provided us with hours of entertainment. NICK ROBERTS takes a look at their greater moments...**

From humble beginnings on the 8-bit Spectrum in the mid-eighties Codemasters, the software company set up by teenage programmers Richard and David Darling, has gone from strength to strength. Their story has been told many times in magazines and even a television documentary with shots of the boys driving smart cars and talking about multi-thousand pound salaries.

Down at the Lower Farm House in deepest Warwickshire, Codemasters have produced

games for all formats — 8-bit, 16-bit, 32-bit and console. They'll soon be developing for CD too. It wasn't long before they earned themselves a

reputation for cheap and cheerful software and had smash hits with the 'Simulator' series of games. These were simulations of popular sports like BMX racing, power boats and jet skiing.

When programmers The Oliver Twins started writing games for the company they racked their brains to think of a new computer game character. While doodling on a piece of paper they just stumbled across an egg, they added a pair of shiny red boots and gloves and Dizzy was born! His first game was simply called *Dizzy* for the ZX Spectrum. Now over fifty games later he's still going strong on the Amiga with the new release *Fantastic Dizzy* and the little egg has become the company mascot.

Codemasters have hundreds of budget games in their back catalogue on all computer and console systems including many marvellous Amiga memories. They've recently moved into the full price market with releases like *Cosmic Spacehead*, *Micro Machines* and *Fantastic Dizzy* flying off the shelves at your local software

store as I write. I asked the top dogs about their particular favourites and checked out their greatest moments.

## DAVID DARLING

At 27, David is joint Managing Director of Codemasters. He set up the company when he was 20 after working with budget software house Mastertronic on 8-bit games.

**Favourite Amiga game is:** *Micro Machines*

**Why:** 'In a lot of ways, *Micro Machines* is a perfect Codemasters product — where top quality is achieved by the playability and challenge of the game. *Micro Machines* started out life as a 2-Meg NES cart, which means we had to create the game in the confines of 256K, which is minuscule for a game these days. But because we had to cram it all in the concentration is on the gameplay and not cluttered with excessive graphics or endless sound. Of course, for the Amiga the game is souped up so it's graphics and sound are more beefy, but mainly the game is simply a dream to play'.

**Currently excited about:** The CD32.



## DISKOGRAPHY

**Codemasters have certainly been busy on the Amiga scene for the last few years. Here's are the games they've released. You should be able to pick up many of these at your local software store.**

Game	Year	Description	Force rating	Game	Year	Description	Force rating
Fantasy World Dizzy	1991	The little egg in an quest with fire breathing dragons and tough puzzles. It's addictive and that's no yolk!	84%	Dizzy Collection	1991	<i>Simulator</i> series and <i>Pro Boxing</i> is an engaging one- or two-player fight.	58%
Sky High Stuntman	1991	A range of stunts on jets, choppers and space ships, with an aerial view of the action and many levels.	65%	CJ's Elephant Antics	1992	<i>Treasure Island</i> , <i>Fantasy World</i> , <i>Magicland</i> , <i>Fast Food</i> and <i>Kwik Snax</i> all in one compilation. Great value!	79%
Mean Machine	1991	<i>Super Sprint</i> -style racing with an overhead view of the action. Lots of interesting moves to perform.	63%	The Quest of Agravain	1992	A platform game with peanut pelting action. CJ's great fun with nice cartoony graphics and sound.	83%
Super Seymour Saves the Planet	1991	Shameless <i>BombJack</i> rip-off. Arcade collect-'em-up with fun visuals.	83%	Hoversprint	1992	A fun platform game full of spiders, evil knights and nasty warlocks. Nothing amazing.	65%
Pro Boxing Simulator	1991	Codies and famed for their		Kwik Snax	1992	Excellent 3D vector graphics in this racing game from the future. It looks and plays like a full price release!	69%
						Dizzy's back again, this time	



# asters

## RICHARD DARLING

■ Richard is 26 and also joint Managing Director (surprisingly!) he's currently working on establishing Codemasters in Germany where the console market is just taking off.

**Favourite Amiga game**

**Is:** *Cosmic Spacehead*

**Why:** 'Difficult to have one at the moment — my two-year old daughter has to be involved in everything and games playing is no exception. But pushing a few random keys isn't the best way through adventures (which I tend to go for — *Monkey Island* and the like). At home it's *Cosmic Spacehead* at the moment — the adventuring isn't that difficult and it's packed with passwords so can play for a while and then leave a few days before returning where you left off. Also, my daughter likes the bright colours and can recognise things on screen. So that's pretty fab!'

**Currently excited about:** The CD32.

## RICHARD EDDY

■ Richard is 25 and has taken care of Codemasters' PR for the last two years. He's recently been appointed Marketing Director and is a computer games nut case with many years in the software industry.

**Favourite Amiga game is:** Two-player stuff

**Why:** 'It's usually *Pang*, the bubble-bursting game packed with cartoon buffoonery. But, these days, you just can't beat a bit of *Micro Machines* for sheer fun and screaming-at-the-other-player larfs! It's fast and furious and, when you're matched against a player with similar skills, the challenge is absolutely superb.'

**Currently excited about:** (You guessed it!) Moving Codemasters games onto CD32.

## THE LATEST AND GREATEST

Here are three of the all time best budget games from these masters of code. These were originally released at around £7.99 but you can pick them up for much less than that now if you shop around.

### STEG THE SLUG

■ Yeuch! Errgh! I'm not usually a great fan of slugs. Flippin' slimey things that always seem to be on the County Council shelf waiting list. So what do they do? They hide under bloody stones and keep popping out when it's raining and get even more slimey.

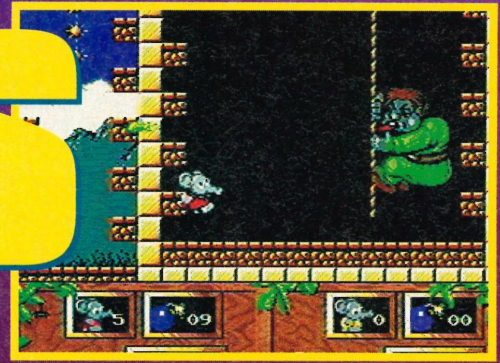
Steg, on the other hand, seems to be a very responsible slug. But in these recession hit times he's faced with the hard task of keeping T'yungunz in maggots — not a simple task when their food is running around in out-of-the-way places. In this fun little puzzler, Steg has to save the kids before they die. This is done by transporting maggots in bubbles which he blows. The whole romp through various sewer complexes and slimey caverns is utterly addictive and with levels getting progressively harder it's an excellent challenge.

The presentation's good: lots of eye-catching, colourful sprites that are hard not to find cute cuddly, even with all that slime. Steg is proof that puzzle games need not be boring, sluggish affairs that slow your brain down rather than taxing it.

85%

### CJ's ELEPHANT ANTICS

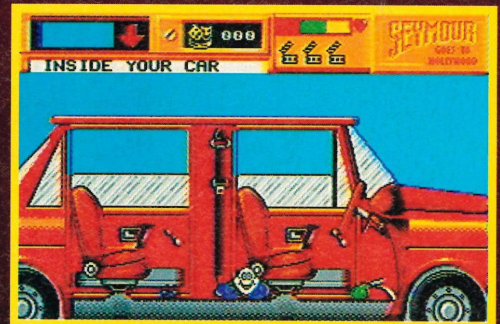
■ I'm really struggling not to use the word 'cute' or 'sweet' too much when referring to this cute... err... sweet... hmm I know... this likeable Pachyderm in a baseball cap and jacket!



Platform fans will love this as it has all the elements a good platform adventure needs: lots of power-ups, nutty nasties and a great main character as well as being uttering addictive throughout. As you might have guessed, CJ's *Elephant Antics* stars an elephant dude by the name of CJ who has the serious urge to globetrot through countless levels with many a nasty foe lurking on platforms. There are killer clouds, dopey frogs and harmless-looking penguins. Give any of them half a chance and they'll make CJ pack his trunk and wave goodbye to the circus!

There are very few places left on this planet that CJ doesn't explore. On his travels he encounters the Yeti in the mountainous wastes of Everest, the sand, heat and bad foot wear of Egypt and the beauty and the dangers of Paris in the springtime, to name just a few. If only every platform game had the addictive, colourful and downright cute feel of CJ, the world of computer games would be a much nicer place.

83%



### SEYMOUR GOES TO HOLLYWOOD

■ Everybody wants to make it big, whether it's manager of ICI or owning your own island.

Game	Year	Description	Force rating	Game	Year	Description	Force rating
Quattro Fighters	1992	collecting grub in a highly addictive arcade-style game... oh, it's <i>Pac-Man</i> !	50%	Spike in Transilvania	1992	lots of spin-offs arrived in a similar style. This is one of them and it's great!	55%
SAS Combat, Mig 29, Kamikaze and Guardian Angel. Get your guns out for these non-stop shoot-'em-ups.			59%	Seymour goes to Hollywood	1992	Another fun cartoon adventure game with fun puzzles to solve and lots of humour.	47%
Soccer Pinball	1992	Pinball with a footballing twist. Lots of fun tables to play and huge scores to be shattered.	60%	Dizzy Panic	1992	Basically just a port over from the Spectrum but the playability is there and it's fun — again!	82%
CJ in the USA	1992	More elephant antics with fun graphics and a tough challenge. There's even a roller coaster ride!	81%	Magicaland Dizzy	1992	Shape-shifting arcade game with the added attraction of all the <i>Dizzy</i> characters to spice things up a bit.	62%
Captain Dynamo	1992	Probably one of the best platformers from Codemasters. The graphics are great and there's lots to see.	78%			Another cartoon adventure starring the plucky little egg. This one's a good challenge for all players.	83%
Slightly Magic	1992	After the success of the <i>Dizzy</i> games					



## CODEMASTERS

Seymour has the desperate, uncontrollable urge to make it big in the movies. While on holiday in Hollywood, he decides he wants to see his name in lights and in the cinema to impress his friends. So, instead of changing his name to Fire Exit, he gets himself some cool shades and gets into important buildings.

The only problem here is that the big film he's supposed to be starring in has been sabotaged and the director and scripts have gone missing. So off he pops in search of both in this interesting little adventure that's full of *Dizzy*-like tasks to perform. In fact, this game is a must for all *Dizzy* fans as gameplay is similar but varies enough throughout to keep you scratching your head for hours.

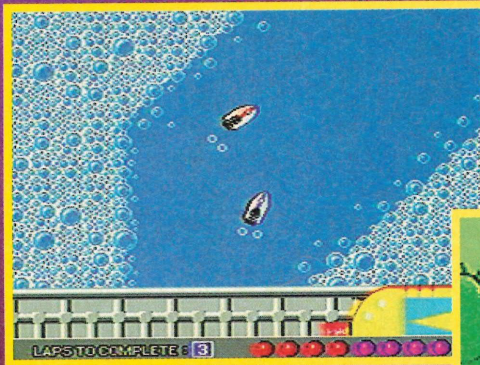
Seymour is an odd sort of hero. Without wanting to offend, he's a rather goofy but likeable character that I'm sure — if it wasn't for *Dizzy* — would be the hero of all Codemasters games. With the oddball graphics and bouncy tunes, you find it hard to find fault with Seymour and his quest for stardom.

82%

**The latest releases from Codemasters have all been at full price — a change in policy for the company. Instead of restricting the games to a particular format they're now developed for all systems simultaneously too. The latest batch seen here are available on Sega Mega Drive, Sega Master System, Nintendo Entertainment System and of course the best of them all — the Amiga.**

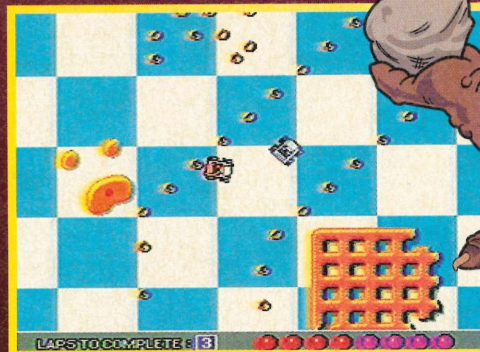
## COSMIC SPACEHEAD

Reviewed in full last issue, this is a unique mixture of platform and adventure games. Cosmic is controlled by using a pointer to select keywords then clicking on characters and objects on screen. Chatting to the strange people on the planet Linoleum will have you in stitches and the 50s style futuristic graphics are out of this world — literally!



## MICRO MACHINES

For fast-paced, addictive racing games you can't do any better than *Micro Machines*. Licenced from the miniature model toys, you can select a variety of vehicles to race over suitably scaled-down tracks. A desk strewn with books and papers, garage floor covered in nuts and bolts and garden with such horrors as a leaky hosepipe are all great fun.



## FANTASTIC DIZZY

This new adventure with Codemasters' mascot character Dizzy is the biggest yet. Combining many elements from older *Dizzy* games it will give even the most experienced cartoon adventurer a challenge. For a full review get over to page 42 now!



## CD PLANS

Everyone at Codemasters is currently excited about signing up with Commodore to become an official CD32 licensee. The first title to be released will be *Super All-Stars*, a compilation of five great games (reviewed on floppy format in AF1): *Steg the Slug*, *Seymour goes to Hollywood*, *Magiland Dizzy*, *Captain Dynamo* and *CJ in the USA*. They've no firm release date or prices yet but it looks like this compilation will be great value for money.

They've also pencilled in *Micro Machines* for a CD32 release and will have some original games ready by Autumn. Exciting stuff, eh?

Game	Year	Description	Force rating	Game	Year	Description	Force rating
Big Nose the Caveman	1992	Basic arcade bash-'em-up with lots of cutesy dinosaurs to splatter about. Some variety in the levels.	34%	Quattro Power Machines	1993	Four simulation style games: <i>Violator</i> , <i>Nitro Boost Challenge</i> , <i>Grand Prix</i> and <i>Pro Power Boat</i> .	61%
Spellbound Dizzy	1992	Yet more adventures for Dizzy. This time he gets to ride in a mine cart and talk to a leprechaun!	80%	Robin Hood	1993	The famous story made into a crap platform/shoot-'em-up.	44%
Steg the Slug	1992	Another fun Codies character in a challenging game. This time it's a green, slimy slug!	85%	Crystal Kingdom Dizzy	1993	An up to date adventure for the egg with more challenge and new characters to interact with.	81%
Dizzy's Excellent Adventures	1992	<i>Bubble</i> , <i>Panic</i> , <i>Spellbound</i> and <i>Prince of the Yolkfolk</i> Dizzy's in one compilation.	82%	Fantastic Dizzy	1993	The biggest <i>Dizzy</i> game ever. Originally released on the consoles it's packed with playability and cool puzzles.	86%
1st Division Manager	1993	Football management with presentation! Instead of lots of text you're treated to an actual game of football! It'll never catch...	53%	Cosmic Spacehead	1993	A great new character and a change in game style. This one is controlled by pointing and clicking!	82%
Dizzy Prince of the Yolkfolk	1993	With fairy tale characters and more puzzles this isn't the most challenging game but it's loads of fun.	82%	Micro Machines	1993	One of the most addictive racing games ever. Miniature vehicles with fun race tracks.	89%



# Reviews

Prepare yourself for a new kind of review section. Four new reviewers and a new layout — these are going to take some explaining. Engage your brain cells and start right here!

■ **LOGO** — To tell you which systems the game will work on. See the separate boxes for a full explanation.

■ **COMMENT** — One writer gets to do the main text and another writes a comment with a percentage each. The overall is an average of the two.

■ **ESSENTIALS** — You can't have a review without the producer, author and price of the game. You'll find them all here.

## THE WISE ONES

Here are the reviewers — they've all got their favourite game styles and preferences. See which one suits your views best.



### NICK ROBERTS

■ Nick's the Ed and a fan of platform games. Give him anything with cute characters and loads of levels and he'll complete it for you! His favourites this month have been *Fantastic Dizzy* and the CD version of *Zool*. It wasn't reviewed but we couldn't get him off it!

for you! His favourites this month have been *Fantastic Dizzy* and the CD version of *Zool*. It wasn't reviewed but we couldn't get him off it!



### JAMES PRICE

■ James is a bit of a tart — he likes all games! He must be a bit sad though because the only thing that has kept his attention this issue has been a free Karaoke CD he got. If he sings 'Blue Moon' one more time he's dead!



### MILES GUTTERY

■ Sports games are where it's at for Miles, our roving News Editor. His favourites are *Sensible Soccer* on the CD32 and *Speedball 2*. The thing is he gets engrossed in these games and it's often midnight before he realises!



### ROB MILLICHAMP

■ Rob likes anything violent. Shoot-'em-ups, beat-'em-ups — he loves them all. This issue we just couldn't stop him from playing *Ork Attack*, a PD game. When you throw a rock at an Ork they splatter blood all over the wall! No wonder he liked it.



■ **TRAMLINE** — This tells you what type of game it is at a glance and gives a short, often crazy, sentence vaguely connected with the review.

## LOGO LESSONS

There are three logos and you'll find one attached to each review. Here's what they mean...



■ If you see this logo it means that the game has been created to work only on the A1200 and A4000 32-bit computers. It will have enhanced graphics and sound making it incompatible with the older Amigas.



■ Do I really need to explain this one? Oh, alright then! This logo shows that the game is for the all new singing and dancing Amiga CD32 console. You can't fit a CD into your floppy disk drive so don't try it!



■ This means that the game has been created to work on the 16-bit Amigas: A500, A500+, A600, A1000, A2000. But it will probably also work on the A1200 and A4000 — check compatibility in the ratings box to make sure.

■ Some of the reviews include additional elements like boxes showing the icons or enemies in a game and 'Alternatively' where we show you games of a similar style that are available at a budget price.

■ **RATINGS BOX** — This contains all the information about the game you might find useful: style, compatibility, number of disks, etc. Graphics, sound, playability, lastability and overall ratings are also here with a percentage for each.

## REVIEW INDEX

Here's a list of all the games in this issue. If any of them have scored over 90% they'll be awarded an 'AMIGA FORCE APPROVED' accolade.

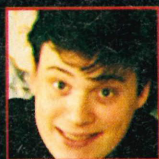
- **Simon the Sorcerer** ..... Full price ..... 20
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- **Excellent Games** ..... Compilation ..... 50





# SIMON THE

• PRODUCER: ADVENTURE SOFT • AUTHOR: SIMON WOODROFFE • PRICE: £34.99



**Are graphic adventures back in fashion? With so many older yet excellent efforts now on re-release, is this Adventuresoft effort magic enough in comparison? Read on...**



Simon's only been in this fantasy world for five minutes and he's already picking fights with witches!



**The game is tastefully colourful**

Oh dear, what a life for a young lad who's barely turned 12. Young Simon has to face a tricky task. He's been dropped head-first into a world of fantasy and magic to rescue a captured wizard called Calypso, in a strange and magical land full of puzzles and dangers.

The amount of disk swapping needed to progress through the game will thoroughly annoy you, unless you're Mr or Mrs Patient. Once you're into the game things start to make more sense. A good read of the informative manual is recommended, as is nattering to the people throughout the land and recovering some of the wizard's lost objects — all very normal adventure activities. Graphically the game is tastefully colourful, well-detailed and has a slightly comic leaning. All in all, Simon's enjoyable, even if it does take a while to get to the exciting stuff.

**FOR 80%**

On his 12th birthday Simon was treated to Marvelo the Magician's magic show. He pulled rabbits out of his hat and endless hankies from his mouth. Young Simon delighted in showing his friends how each trick was done and longed to be able to perform his own. When it came to blowing out the candles and making a wish you can guess what he wished for!

At that moment the doorbell rang and standing there was a small dog with a book in his mouth. Simon took pity on him and gave him a home, calling him Chippy; the book, written in a strange language, ended up thrown to one side in the attic.

Life returned to normal for young Simon until one day Chippy went sniffing around in the attic. He came back with the book, dropped it onto the floor and triggered a magic spell that opened up a portal in the floor — you see, this was a magic book sent from another dimension. Chippy jumped through the portal and Simon, being an inquisitive sort of chap, followed closely behind.

The portal led them to the house of the good wizard Calypso, full of oddly-shaped bottles with nasty

Hanging around pubs isn't the sort of pastime you expect a boy of 12 to take up! But there are interesting people inside!

Apparently the place is called the Drunken Druid.

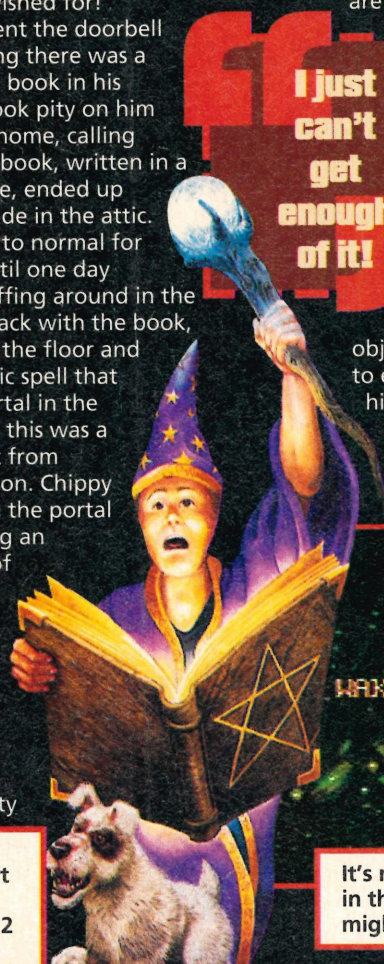
Walk to Look at Open Move Consume Pick up Close Use Talk to Remove Hear Give

smells and strange symbols displayed on the wall. With no apparent way back to the real world, Simon decided to explore. And so the adventure begins...

## Mouse-made magic

Simon's adventures in this new world are controlled, not surprisingly, by mouse. There are keywords to be used at the bottom of the screen, utilised by clicking on them before selecting objects and places in the current location, making Simon interact with his surroundings. Any objects he picks up are displayed in the bottom-right inventory. In true graphic adventure tradition the player only has the bare essentials to begin with and must go through each location with a fine tooth comb to find objects for later use. There are 107 locations to explore and many characters to help and hinder in Simon's task to find Calypso.

Talking with characters can be started by clicking 'Talk to...' and then selecting the one you want to speak to. If they're



It's never a good idea to shout at dragons in these fantasy adventure games. You might end up being eaten alive!

Messages and speech are printed over the backgrounds.

Choose a keyword to control Simon.

When collected all objects appear in the inventory along with the map.





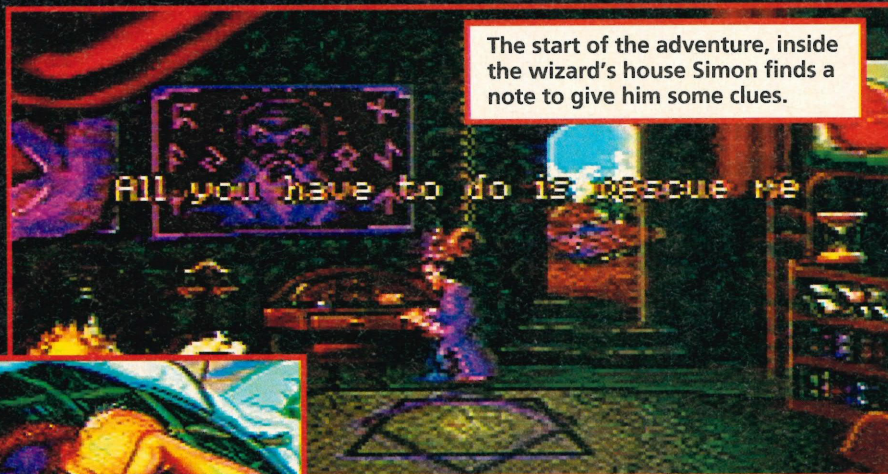
# SORCERER



Talking and looking at everything helps to solve the tricky puzzles.

in a hurry to speak to you they'll start chatting as soon as you enter a location. Once they've babbled on for a while a selection of potential 'answers' replace the keywords. Some are completely silly, some will help in finding clues or answering questions and other replies are only there to terminate the conversation. Simon isn't well known for his manners either, with remarks like, 'Quite frankly your conversation bores me!' and his habit of throwing up when offered a scrumptious plate of swamp stew.

I've been playing *Simon the Sorcerer* non-stop since it arrived in the office —



The start of the adventure, inside the wizard's house Simon finds a note to give him some clues.



There are many excellent graphical sequences to be seen. The giant is particularly impressive.

## 32-BIT ENHANCEMENTS

Adventure Soft have just released an A1200 enhanced version of the game. The only difference we could see was a jazzed up inventory!



ALTERNATIVELY

If you don't fancy shelling out the full £34.99 for *Simon the Sorcerer* then you can get your fix of adventuring by sorting through the budget releases at your local software shop. Here are two alternatives to set your brains boggling...

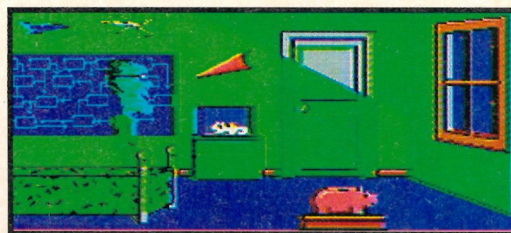
## MANIAC MANSION

KIXX XL  
£12.99

This was one of the original 'point-and-click' adventure games back from the days of 8-bit home computers, and you can tell too. The graphics are blocky and uninspiring but the storyline and puzzles are still top notch by today's standards.

A mad professor has kidnapped a chirpy cheerleader called Sandy and is threatening to suck her brains out with his latest nutty invention. The poor girl's in a bit of a state and desperately needs rescuing from this cad. There are eight characters available for the brave mission. Sandy's boyfriend Dave is automatically selected and two can be chosen from the other seven. A punk rocker and a kid genius are just two of the likely lads (or lasses) — they all have their own strengths and weaknesses but the game can be completed no matter who you select.

Each of the locations must be thoroughly explored to pick up vital clues for puzzle solving. Some of the objects are hidden in



such obscure places that trial and error becomes the only way to progress through the game. Keywords are displayed at the bottom of the play area in the traditional manner and there are selectable hot spots in each location. In particular, the 'WHAT IS?' command is the most useful, giving a description of all the options, characters and locations.

*Maniac Mansion* was one of the very first adventures to use the point 'n' click control method. It still provides a perfect introduction to the genre at a third of the price of the excellent *Simon the Sorcerer*.

## FORCE RATING

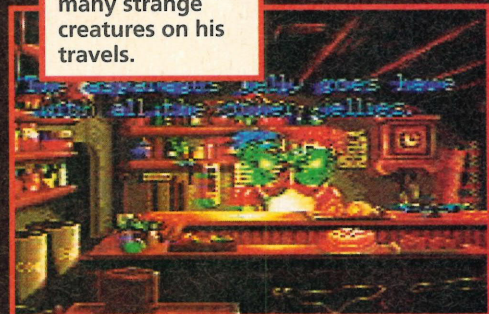
One of the original Amiga graphic adventures and a rewarding game to play.

78%





Simon meets many strange creatures on his travels.



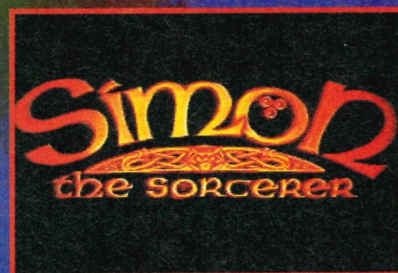
I just can't get enough of it! It takes some time to get going — my problem was that I couldn't find some of the key objects to start my adventure properly, but that was only because I was eager to see more of the locations and didn't spend time going through them properly.

And is there any wonder I wanted to see more when the visuals are this stunning! The animation is great with deer prancing through the forest, butterflies fluttering around as Simon walks through a location and lots of set animated sequences to stumble upon. There is the option to jump to the end of animated sequences, but this isn't recommended as they contain vital clues.

There isn't much you can moan about in *Simon the Sorcerer*. Some members of the Amiga Force team thought Simon moved around the game too slowly but this is helped by the map feature. By selecting 'Use map' you can jump to different areas of the game instantly, saving time.

Despite becoming well and truly stuck and flummoxed by some of its puzzles I still can't wait to have another bash at *Simon the Sorcerer*. It has an enchanting storyline, beautifully drawn graphics with great animation and some nice tunes to play along in the background while you're adventuring... what more could an apprentice wizard want?

NICK 82%



STYLE.....GRAPHIC ADVENTURE  
COMPATIBILITY.....ALL AMIGAS  
NO. OF DISKS.....9  
MEMORY.....1 MEG  
HD INSTALL.....YES  
PLAYERS.....1  
LEVELS.....107 LOCATIONS  
CONTINUES.....N/A  
EXTRAS.....SAVE GAME  
RELEASE.....OUT NOW

## GRAPHICS

90% Superbly detailed locations, great animated sequences and lots of humour thrown in.

## SOUND

78% Fantasy-style tunes that play all the time, but no sound effects. Luckily, the music can be switched off!

## PLAYABILITY

80% A few more clues could have been given away but it's rewarding when you suss out a problem.

## LASTABILITY

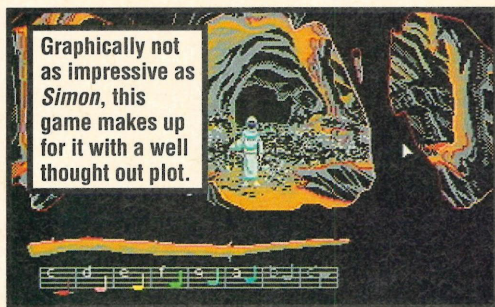
82% Plenty of characters to interact with and locations to visit. The map keeps irritation to a minimum.

## OVERALL

81% A magical adventure with many characters and attractive locations to discover. One game and you'll be totally addicted — we were!

## LOOM

KIXX XL  
£16.99

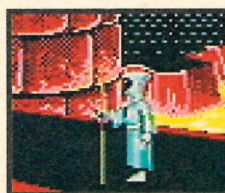


In days of old when dragons glided through the skies without fear of being in the flight path of airliners and people lived in simple rustic villages of huts... oh, those were the days! The backbone of society was made up of Great Guilds who took care of the various professions. The Blacksmith's Guild owned all the metallic things, the Cleric's Guild controlled the spiritual things and the skilled Weaver's Guild not only took care of the clothes making but spun the threads of life itself.

One of the best things about *Loom* is it's extremely well thought out plot leaves you thirsting for more. On the bad side, the graphics throughout are a let-down, with nothing to show off the Amiga to it's full extent. A lot of the animated sequences



Sleeping on the job! That's not going to get this adventure solved.



are much too long and not particularly brilliant to view either. Against graphic adventure games like *The Secret of Monkey Island* and Cocktel Vision's *Goblins* trilogy, *Loom* doesn't seem to be a terrific challenge — but it *does* have enough gameplay to keep you playing, mainly because of the superb storyline. The idea of the Guilds and threads of life stuff is an instant 'turn on' for all adventure fans out there, even if *Loom's* visuals could've been better.

## FORCE RATING

Not much of a challenge but a good storyline — a 'turn on' for adventure freaks!

76%



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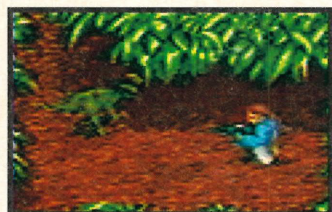
Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 31.5.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga/Gladiators/Jaguar & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to Aladdin's Cave, PO Box 28, Northampton NN1 5DS.

Impact Mar





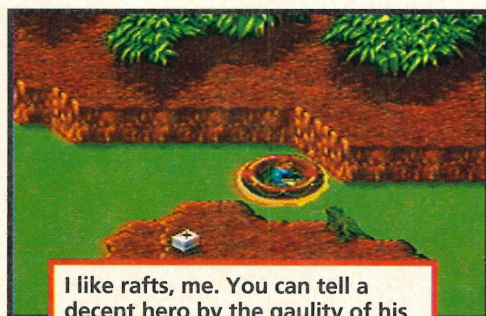
If that door were green, I could write a Shakin' Stevens joke...



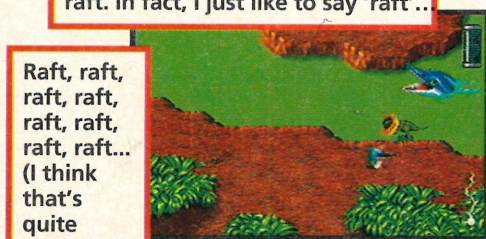
From cinema smash hit to manic merchandising, comic books to computer games. Hands up if you're fed up of Jurassic Park... and the video's yet to come!

• PRODUCER: OCEAN • AUTHOR: IN-HOUSE

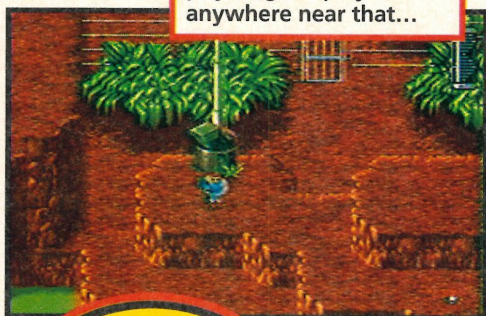
# JURASSIC PARK



I like rafts, me. You can tell a decent hero by the quality of his raft. In fact, I just like to say 'raft'...



Raft, raft, raft, raft, raft, raft... (I think that's quite enough rafts — Ed).

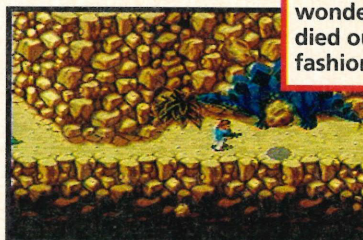


Jurassic Park's graphics are superb — it's just a pity its gameplay isn't anywhere near that...

Having missed seeing it, I can't comment on how true Ocean's *Jurassic Park* is to the movie — but who gives a toss about that sort of thing anyway? Thing is, 32-bit *Park* will probably turn out to be the biggest disappointment of the year. With some of the most stunning visuals ever seen on the Amiga — in particular, the indoor sequences are superb — it's a shame that the majority of the gameplay's shamefully lightweight. The idea behind the game isn't too bad. There are two different sections; a *Chaos Engine*-type maze/puzzler/shoot-'em-up hybrid, and a first person perspective VR experience with some of the smoothest graphics since *Legends of Valour*.

## Dino droppings

The outdoor sections are pretty awful, considering the amount of time Ocean had to perfect them. Blasting dinosaurs is fun for about... oooh, five minutes, and then it



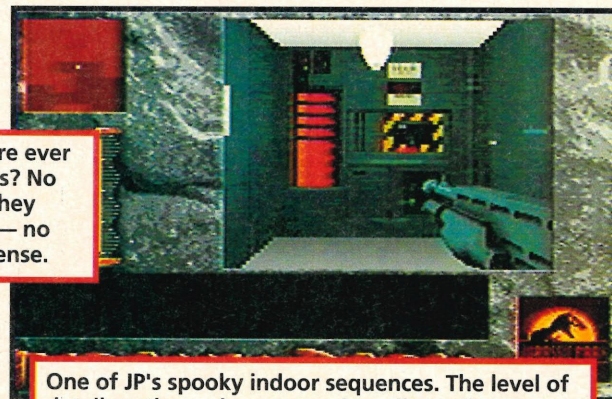
Were there ever blue dinos? No wonder they died out — no fashion sense.

becomes something of a chore. While trundling around the maze-like playing areas, there are loads of small but irritating dinos — I can't be bothered to find out what they're

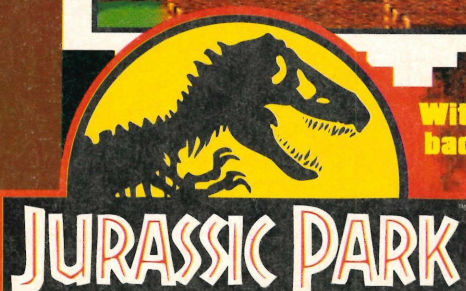
A wonderful action-linked soundtrack

called — and these are swines to shoot as every time you move the joystick to fire in their direction, you invariably walk into them and lose energy. Still, there's more to these bits than simple blasting — there's simple collection of objects, simple puzzles and simple maze negotiation too. The earlier levels are kids stuff through and through, but it's the later

paddocks (each named after the type of dino inhabiting it) where *JP* just gets plain irritating. Discovering your character can't fall from heights barely twice his size is annoying



One of JP's spooky indoor sequences. The level of detail on the various rooms is well excellent.



With the launch of the *Jurassic Park* movie back in the summer of 1993, everyone wanted a piece of dinomania. The merchandising companies went mad with dino-goodies spewing out into the shops and being snapped up by dino-hungry kids everywhere. If you want something with

*Jurassic Park* plastered all over it you can get it! Duvet covers, bags, pencils, lunch boxes, keyrings — they're all available. Dino-mania has started to die out recently but things are sure to pick-up again with the release of the final piece of merchandising — the video! Until *Jurassic Park 2* that is...

## Bags

A range of bags are available from high street stores like Woolworths and John Menzies. Created by Copywrite they have a blood red design and the familiar JP logo emblazoned on them. There's a backpack, duffle bag and swimming bag to choose from — you'll be the envy of all your friends with any of these!





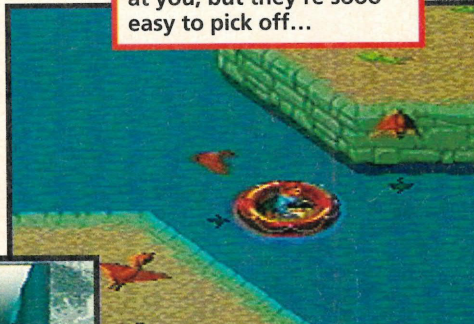
• PRICE: €25.99

# SIC RK

The water level's  
tricky to control. I  
think I feel seasick!



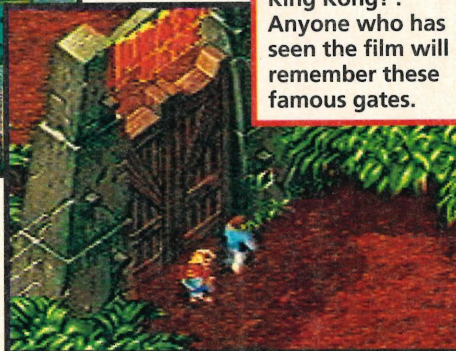
Those bird things swoop  
at you, but they're sooo  
easy to pick off...



Why  
grandma,  
what big  
teeth you  
have...

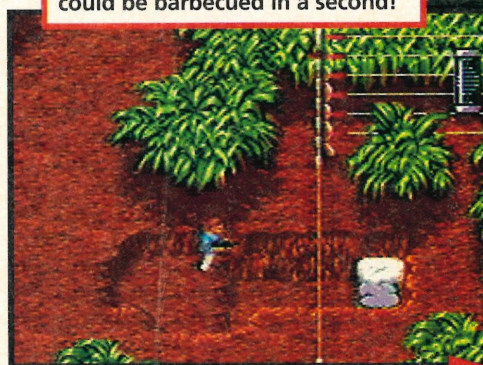


'What do they  
keep in here —  
King Kong?'.  
Anyone who has  
seen the film will  
remember these  
famous gates.

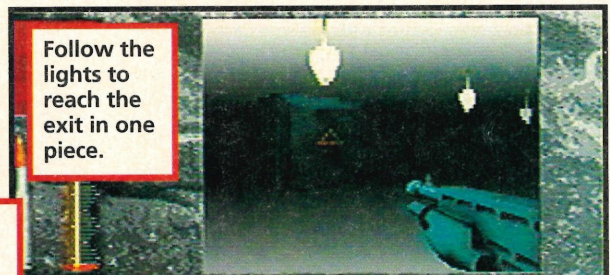


(life lost), as is seeing a bridge and attempting to walk over it only to find it's the bottom of the play area and there's a fatal fall there (life lost). Then there's the 'raft ride', where moving to a certain point while drifting results in your raft becoming stuck fast (restart game) and one particular paddock with lots of falling rocks where everything slows down to a crawl. When you consider the A1200's a 32-bit machine, this is pretty piss-poor. Still, one of the outdoor sections' redeeming features — of the few there are — is that, after completing most of them, you reach the indoor levels, where matters improve considerably. With a limited supply of ammunition and a not considerably generous allocation of energy, the objective is to negotiate various rooms and corridors to either get through to the other side of

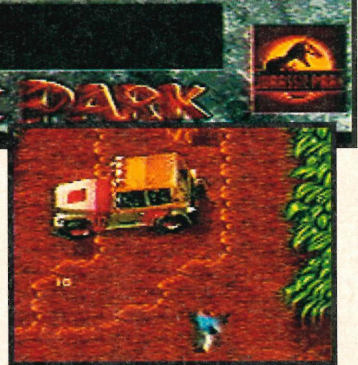
If the electricity to the fences  
wasn't switched off our hero  
could be barbecued in a second!



Follow the  
lights to  
reach the  
exit in one  
piece.

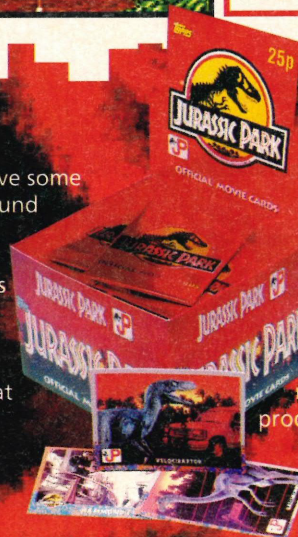


The  
landcruiser  
isn't going  
to be much  
use in that  
sorry  
condition.



## Cards

The Topps company have some marvellous products around — available from newsagents everywhere. Take these collectors cards for example. With scenes from the movie and exclusive paintings of all the dinosaurs they're great to collect and swop.



## Egg candy

No, not candy made from eggs. These are dinosaur eggs with a miniature model of a dino inside and a small packet of sweets! The eggs are shaped just like the ones in the movie! Topps also produce T-Rex heads filled with candy and a special Jurassic Park gun.



## Stationery

Also available from the usual high street stores is some great stationery. Available singly and in combined packs you can get pens, pencils, note pads and sketch books. An ideal present for dino-freaks methinks!





# THE REVIEW SECTION



the complex or perform an action. This would be woefully easy (not to mention boring) if not for the Raptors. Attacks from these drain energy at an alarming rate but a few well-placed shots usually finish them off.

With silky-smooth graphics and a wonderful (if eventually irritating) action-linked soundtrack, these levels are particularly playable, and are easily *Jurassic Park's* finest hour. They become a bit tedious when you get lost and end up walking around in circles, but hey — if you don't pay attention and go in the right direction, you deserve whatever you get.

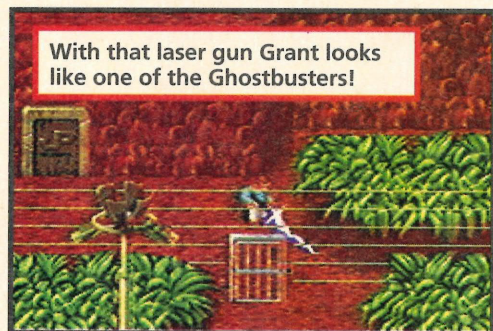
I suppose a summing up's in order. Basically... oh sod it, I can't be bothered. I'm going to repeat all this in the ratings box anyway, so just skip over to that and read that instead. I'll just leave you with this choice morsel of information — that hasn't been used in a review before, honest — which is... try before you buy. You know it makes sense...

**JAMES** **63%**

The presentation and introduction screens are beautifully animated and packed with atmosphere. You could almost be inside *Jurassic Park*!



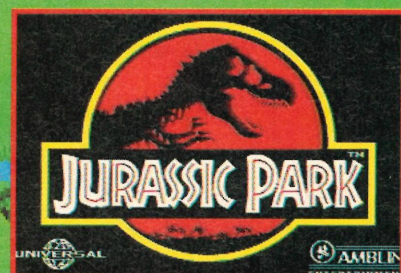
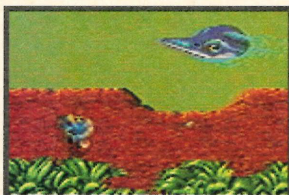
Does this really need any explanation? I think it's **GAME OVER** time — and there are no continues!



Quick! Get that Pterodactyl before he does something nasty on your head!



Aww, ain't that cute? A lovely Stegasaurus having its lunch.



STYLE .....	SHOOT-'EM-UP
COMPATIBILITY .....	A1200/A400
NO. OF DISKS .....	4
MEMORY .....	2 MEG
HD INSTALL .....	NO
PLAYERS .....	1
LEVELS .....	11
CONTINUES .....	NONE
EXTRAS .....	PASSWORDS
RELEASE .....	OUT NOW

## GRAPHICS

**88%** This is where *Jurassic Park* really excels. The indoor sequences are flippin' marvellous — pity about outdoors.

## SOUND

**85%** A superb soundtrack adds atmosphere, changing as the Raptors stalk you. Sound-FX are cool too.

## PLAYABILITY

**68%** Sadly-lacking. It's not a difficult game to complete and the outdoor sections will soon annoy you. So...

## LASTABILITY

**58%** ...there's not much of this stuff. The indoor sections will pull you back, though. They're gripping!

## OVERALL

**69%** It could have been so much more, yet 93's biggest film could well have become 94's biggest Amiga disappointment. Sad but true.



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These nasty boys just don't have any respect for people's property. Look at the state of this car now!

E Honda: 'Gosh. I can see right up Chun-Li's skirt from here!'

• PRODUCER: KIXX XL • AUTHOR: US GOLD • PRICE: £16.99

# STREET FIGHTER 2

**Already? Seems like only yesterday we were reviewing *Street Fighter 2* as a full-pricer. Still, has the test of time been kind? And is a price-point of £16.99 really a bargain?**



**S**treet Fighter 2 on the Super Nintendo is easily one of the best arcade conversions ever. It's also the most playable, intricate and absorbing beat-'em-up I've ever come across. Instead of featuring faceless pyjama-clad fighters (like in, say, *IK+*) eight competitors (twelve in the *Turbo* edition) can be chosen from, each having distinctive appearances, fighting styles and special moves.

Every character has specific strengths and weaknesses; for example, Chun Li can outpace and floor E Honda with ease, but, against Ryu and his Dragon Punches, she's dogmeat. Conversely, Honda could wipe the floor with Zangief using his Hundred Hand Slap. To those unfamiliar with the game, this may sound a tad confusing. All this talk of special moves, abilities... once played, *Street Fighter 2* makes sense, believe me. Everything slots into place like a jigsaw puzzle. Playing against the computer is almost as much fun as beating up a friend — not something you

could say about many games, especially beat-'em-ups — while its clever learning curve ensures that, after months of play, new things are *still* there to be discovered, perfected...

## Back in the real world...

Still, this doesn't mean much to Amiga owners, does it? I reckon less than three percent of you lot out there own a SNES as well as an Amiga, so the last thing I should be writing is a glowing appraisal of a Capcom-produced Nintendo game. Or should I? Apparently, while developing *SF2* for the Amiga its development team were given Super Nintendos and copies of the game to work from. The conversion was written, released, became one of 1993's biggest sellers while the year had barely begun. The really sad thing is, it's just not *Street Fighter 2*. It looks similar, the characters are the same but no way does it play as it should. Obviously, the shift from a six-button joystick to a standard one-button joystick control method meant the

programmers had to weed out certain moves, trim bits here and there... and that's precisely what the problem is. *SF2* wasn't designed to be played with one button, or two, even three for that matter. The SNES and arcade versions allow clever strategies

and move combinations to be used, most of which are individual to a particular player. The Amiga version? No way. It's just a normal beat-'em-up called *Street Fighter*

2. It's a bit on the slow side, some of the moves don't work occasionally due to the context-sensitivity used for close-quarters combat (throws and the like) and its colour scheme is best described as garish. Still, it's playable enough, available on budget, and could possibly be the biggest budget hit this year. I can think of far less deserving games and hey, it's good for laugh. Just as long as no-one plays the arcade machine and gets funny ideas about being able to do the same things with the Amiga version, I can't see anyone being too disappointed. Cool.

**JAMES 70%**

**Its colour scheme is best described as garish**

**It's okay for a quick scrap now and again**

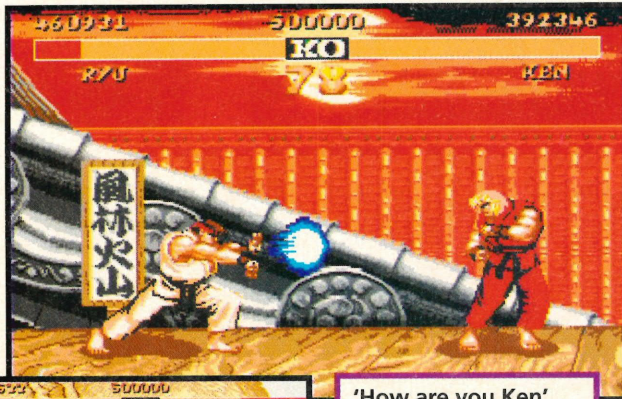


**T**he two men faced off. All was still. 'HADOKEN!' boomed Ryu as he launched a dragon punch towards his opponent. 'Hello Ryu,' replied Ken amiably — then his face caved in.

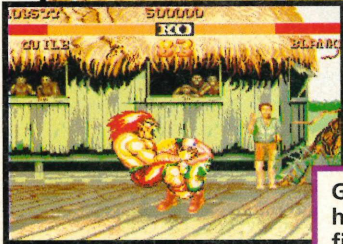
Yuk! Being a recent convert to the Super Nintendo's *Turbo* edition, playing Amiga *SFII* is a harrowing experience. It's okay for a quick scrap now and again I s'pose but with the likes of *Body Blows*, *BB Galactic* and *Mortal Wombat* doing the rounds the 'budget' price of 15 quid is a bit steep. If you're a fanatic of Guile, Honda and company then buy yourself a SNES. If you already have the games mentioned earlier and desperately want another beat-'em-up to gather dust in the back of your cupboard, by all means rush out and grab a copy of *Street Fighter II*. Don't take that as a recommendation, however...

**MILES 60%**





Flippin' heck! I bet that's going to smart in the morning.

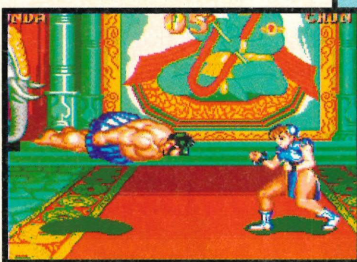


'How are you Ken'.  
'Oh, I'm not to bad today — thanks very much for asking Mr Ryu!'

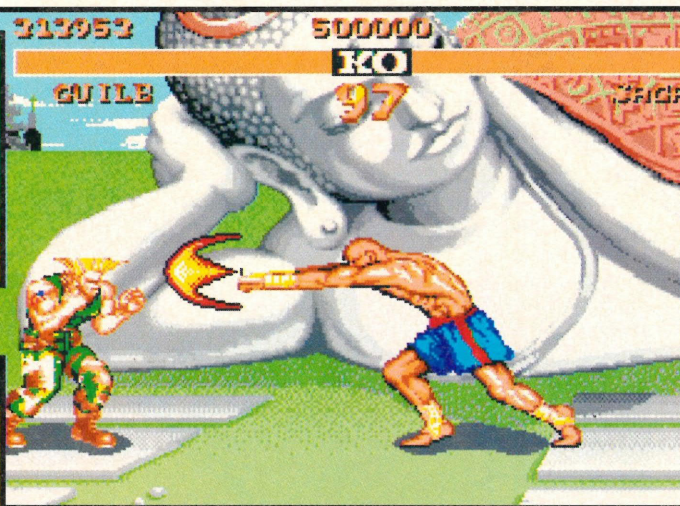
Get off me your great oaf! I haven't had chance to put my fists up yet!



# HTER 2



Is it a bird? Is it a plane?  
No it's flying fat man —  
he's so dashing!



'You don't scare me with your flashy fire bolts... ouch!  
That darn well hurt that did. You should be more careful  
— you could have someone's eye out with those things!'



Bash the barrels  
for bonus points.  
They don't give  
you any  
advantage — only  
a mega score.



Fighting in Las Vegas is great! After the  
three rounds they can battle it out at  
roulette or poker!



STYLE ..... BEAT-'EM-UP  
COMPATIBILITY ..... ALL AMIGAS  
NO. OF DISKS ..... 4  
MEMORY ..... 1 MEG  
HD INSTALL ..... NO  
PLAYERS ..... 2  
LEVELS ..... 7 SKILL LEVELS TO SELECT  
CONTINUES ..... 3  
EXTRAS ..... SPECIAL MOVES  
RELEASE ..... OUT NOW

## GRAPHICS

61%

Awful colour scheme  
and sketchy-looking  
sprites and  
backgrounds — a far  
cry from other versions.

## SOUND

58%

Average tunes. Most  
of the speech samples  
are in there, but  
mysteriously higher  
pitched.

## PLAYABILITY

70%

Well... y'know how it is  
with beat-'em-ups. You  
can sit down, waggle  
the joystick and not  
have to think too hard.

## LASTABILITY

69%

It's tricky on the higher  
skill levels — there's no  
denying that — and the  
two-player option is, as  
per usual, a godsend.

An original  
title worthy  
of much  
praise  
and... oops,  
wrong  
game! If  
you've no  
friends,  
knock 15%  
off for not  
playing  
two-player.

## OVERALL

65%



## THE REVIEW SECTION

What is the secret of Monkey Island? Why is the Milka cow lilac? How many Smarties go around the underground?

# THE SECRET OF MONKEY



Only one of these questions deserves an answer...



To progress into the adventure it's a good idea to talk to all the characters you come across.



The graphics look a bit rough in places

Pirates, eh? When I was at primary school, no-one played pirate games. Thing is, who wants to aspire to be tramp-like in appearance, half-dead from vitamin deficiency and smell of urine? Not me, that's for sure. I mean, pirates are as about as much fun as the Milky Bar Kid. Then there's Monkey Island, where this guy called Guybrush wants to be one... (whisper from stage left) Oh, so you mean it's not real, then? It's only a computer game? Next thing you'll be telling me is that Terry didn't really kill Barry's wife and kids — they were just pretending.

Sorry, I hate writing comments. There's never enough room to go into detail and say what you want to. This is actually being written on Christmas Eve, and all I can think of is just how many presents I've still got to buy. Oh yeah, Monkey Island isn't bad at all. The graphics look a bit rough in places, the disk accessing's as big a pain as always and the fact it costs £16.99 is, quite frankly, outrageous, but I reckon it's easily one of the point 'n' click genre's finest hours, so to speak.

JAMES

88%

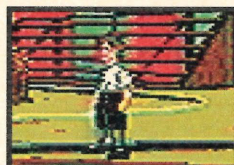
• PRODUCER: KIXX XL • AUTHOR: LUCAS ARTS • PRICE: £16.99

If there's one thing that gets thoroughly on my wick it's chuffin' adventures. They take themselves so seriously and, to make matters worse, you get loads of anoraxic

spotty types claiming there's nothing socially retarded about typing out conversations with imaginary people for boring, pre-conceived responses — go figure. What's wrong with a few graphics or, heaven forbid, a spot of sound.

If you haven't twigged yet The Secret of Monkey Island is an adventure, Aaaargh! So what is it this time? Knights, wizards... oh, pirates. Lord take me now!

The hero's a young and carefree type by the name of Guybrush Threepwood (!?) with aspirations to sail the seven seas and generally buckle swash. What a turnip! Get yourself a steady job, wife, three mortgages and 200 kids — that's what my old gran used to say. Before they locked her up, that is. Anyway where was I... hero... erm, pirates, oh yeah:

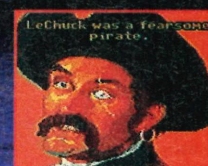
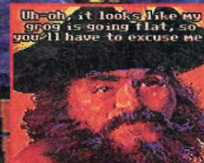


Each location is packed with detail and must be carefully explored to discover all the hidden objects. The more nosy you are the more you will find!

**HOT FROM THE CASTING COUCH...**

■ They're not all nasty, these pirate types. This fellow's quite friendly — he drinks beer,

smerks tabs and his hat's good for a laugh 'n' all.



■ If you meet this guy, ask him about his eye. He gets dead tetchy but

if you can't mock the afflicted what can you do? Take up computer journalism, perhaps?

Guybrush arrives on the island of Mêlée, noted hang out for sundry sea-dogs of ill-repute, to persue his ambition.

Thankfully there's no keyboard typing to be done, everything's point and click as you move Guybrush around and manipulate objects avec mouse. These sort of games have always been a bit hit-and-miss with the right balance of puzzle difficulty having eluded all too many in the past — so how does Monkey Island fare? Pretty good, actually! Its clues are just tricky enough to keep your brain in gear without falling into the trap of over-obscure, passed off by so many games as challenge.

## Barrel 'o rum, anyone?

While Monkey Island's graphics aren't quite as impressive now as when it originally came out, they still pack in loads of charm and atmosphere. TSOMI's hottest spot,

however, is its inimitable sense of humour. Even the most hardened of miserabiles will be hard pushed to stifle their chuckles all the way through (the fight scene in the governor's mansion is hilarious) but at no point do the gags attempt to cover up flawed gameplay — they're a welcome frill and integral to the game's feel, without detracting in any way from other

The gags are a welcome frill





Monkey Island's a great game, packed with humorous situations and wonderful graphics.

# ISLAND

elements. Disk access time can be annoying during long sessions, but with only four disks (*Indy IV* had eleven) playing without a hard drive isn't as much of a chore as it could be.

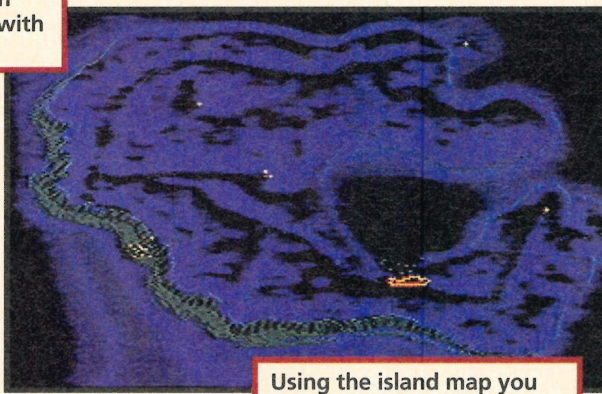
Frustration is further eased by the well thought out locations. They don't 'sprawl', so walking back and forth is thankfully more of a stroll than a hike. There aren't as many locations in the game as some might hope but this actually boosts playability, with logical thought and puzzling given priority over prolonged wandering.

Yep, I like it! It's fun, funny, challenging, addictive. Perhaps not all that cheap considering it was only £24.99 at full price (and years back, at that — James) but who gives a toss when you're getting so much for your money? Hey wow — adventures really are cool... um, sometimes!

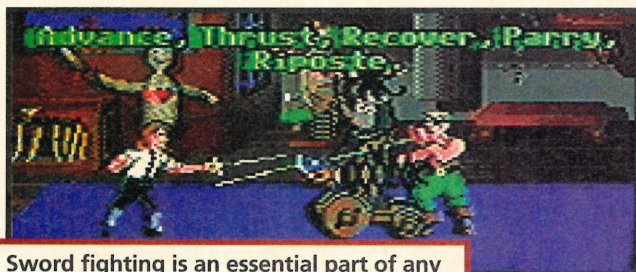


Breath mints, a shirt and a staple remover. What on earth can Guybrush do with those?!

**MILES 87%**

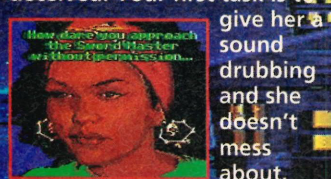


Using the island map you can move from one location to another instantly. That'll save the shoe leather!

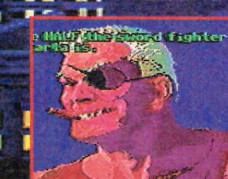


Sword fighting is an essential part of any pirates life so our hero must become a dab hand with his weapons.

■ She may look like a weak and feeble girly but don't be deceived. Your first task is to



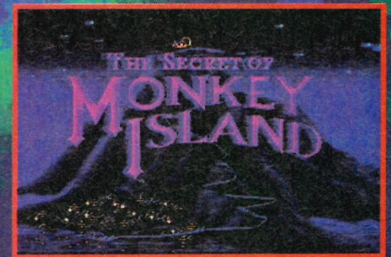
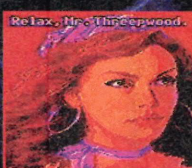
■ Learn to wield your cutlass like a man with a few lessons from Melée Island's answer to



Davy Crockett. Oh yeah — he's a sarcy sod, so be persistent.

■ Phwoar!

She's a bit of a chick. No wonder poor old Guybrush falls madly in love with the young lady. I bet she's got a great set of... (That's the last time you do the captions James — Nick).



STYLE .....	GRAPHIC ADVENTURE
COMPATIBILITY .....	ALL AMIGAS
NO. OF DISKS .....	4
MEMORY .....	1 MEG
HD INSTALL .....	YES
PLAYERS .....	1
LEVELS .....	N/A
CONTINUES .....	N/A
EXTRAS .....	SAVE GAME
RELEASE .....	OUT NOW

## GRAPHICS

**85%**

Atmospheric cartoon-style backdrops and convincing scaling on the main character.

## SOUND

**70%**

Humable intro theme but in-game sound is sparse and only so-so at best.

## PLAYABILITY

**90%**

Instantly engaging with good 'taster' puzzles to get you started. You'll be hooked right away.

## LASTABILITY

**89%**

There's plenty to keep you going without lumping too much on your plate at any one time.

## OVERALL

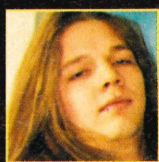
**88%**

A top class game with enough to keep any but the most die-hard of arcadesters engrossed for the duration.



## THE REVIEW SECTION

CD 32



It's a tough place, Arabia. They may look like prannies, poncing about in their silly red hats with black dangly things but don't be fooled. They're as nasty as a beehive in your underpants.

# ARABIAN NIGHTS



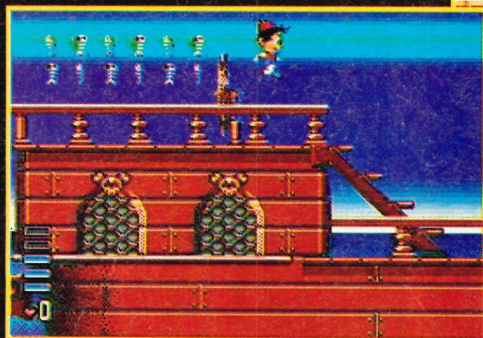
● PRODUCER: BUZZ: ● AUTHOR: KRISALIS ● PRICE: £14.99

**W**e've always been great mates, me and Sinbad the Sailor. How I thrilled to his adventures. I cheered as he slew the sword-wielding skeletons, I covered my eyes as he braved the stormy seas, I sighed as he bagged the beautiful belly dancer. But time waits for no man. And so it came to pass that Sinbad got too old for all that heroic business, retiring to the quiet life in Baghdad's home for baggy-trouserous adventurers.

All was quiet on the swashbuckling front for a while and, dejectedly, I sought solace in my Amiga. Then, one day, a fellow showed up. There was something about his curly shoes, his curved sword, the sheer size of his trousers! Brashly this interloper introduced himself as Sinbad Jr. Unconvinced as I was, the perky chap offered proof of his adventuring prowess with a trip through *Arabian Nights* — a chronicle of his first quest stored on floppy disks. Certainly there was action, puzzle solving and all manner of courageous antics. Clearly there was more to this fresh-faced young lad than met the eye. As the quest progressed we became firm friends, reliving those old glories but, as with all good things, the saga drew to a close. There just aren't the adventures around these days for such a hero and young Sinbad got a job quantity surveying in Hereford.

## Nights of old

Life calmed down once more until I received word of a CD quest that might suit the little hero. Swiftly I got on the blower and within twenty minutes



Sinbad arrived on the AMIGA FORCE doorstep. Without further ado we headed into the unknown.

'This all looks a bit familiar!' remarked Sinbad as we found ourselves in a prison cell. 'You're not kidding...' I replied, taking a key from an old chest in the corner, '...and how did I know that was in there?'

Then it clicked, 'It's a CD re-release of the other game!' we cried in unison. 'It all looks the same to me,' moaned Sinbad, 'Where's the enhancements, you know, parallax backgrounds, FX, sampled speech, all that guff? It's exactly the bloody same!' I had to agree.

This all looks a bit familiar!

'I see they've left those stupid shoot-'em-up levels in as well,' I noted with annoyance.

'Yes,' agreed Sinbad, 'I remember losing stacks of lives on those before and let's face it — puzzles and mazes are what this game's about. They just don't fit in.' After a while in thought I offered, 'It only costs 15 quid and it is a fun a little game, I can't really slag it.'

'True,' retorted Sinbad solemnly, 'But let's hope the CD32 doesn't just become a medium for countless straight 16-bit ports. It's like watching England at Wembley — the surroundings deserve so much more than the occasion serves up.'

He had a point.

75%



It's good to see cheap and cheerful software available for the CD32, but we couldn't half do with some more impressive titles.

STYLE .....	ARCADE ADVENTURE
COMPATIBILITY .....	CD32
NO. OF DISKS .....	1 CD
MEMORY .....	N/A
HD INSTALL .....	N/A
PLAYERS .....	1
LEVELS .....	LOTS
CONTINUES .....	5
EXTRAS .....	MUSIC TEST
RELEASE .....	OUT NOW

## GRAPHICS

80%

Cute and cuddly with smooth scrolling but nothing to send you ga-ga.

## SOUND

74%

Standard FX and chirrupsome toons. Again nothing stands out — they're no more than functional.

## PLAYABILITY

85%

Jolly and playable. Good difficulty curve gets you started without any hassles.

## LASTABILITY

80%

It's big and gets progressively tougher. Expect a good few works worth of entertainment.

A straight port of the 16-bit game. Fun for all the family but not one to show off your CD32's capabilities.

## OVERALL

75%



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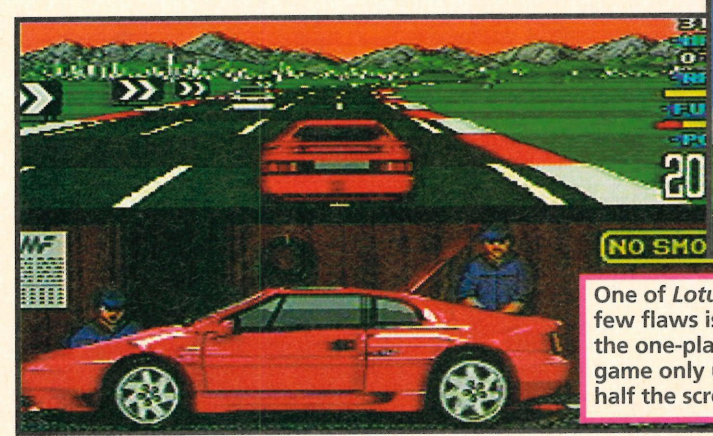
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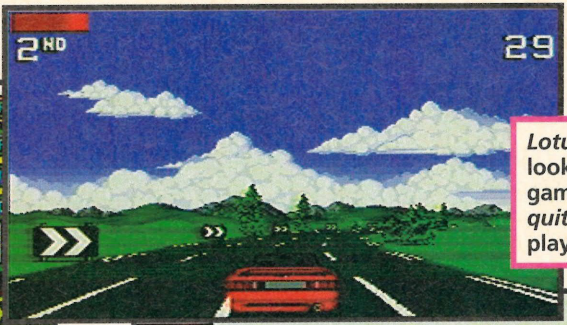
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One of Lotus 1's few flaws is that the one-player game only uses half the screen.

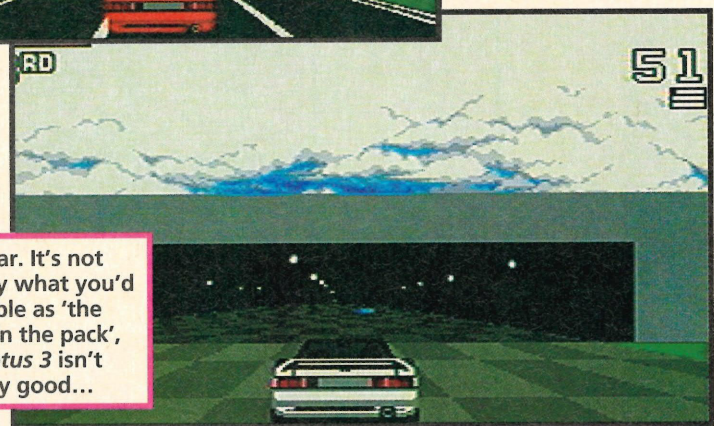


Lotus 2's the better looking of the three games, but doesn't quite have the playability of the first...

**Three of the best-selling racing games of recent years in one package. Rev that engine and fasten your seat belt...**



Oh dear. It's not exactly what you'd describe as 'the joker in the pack', but Lotus 3 isn't terribly good...



# LOTUS TRILO

- PRODUCER: GREMLIN
- AUTHOR: VARIOUS
- PRICE: £29.99

All three of Gremlin's Lotus trilogy in one compilation — sounds like a bargain, right? Not quite. I'll tell you why...

*Lotus Turbo Challenge* was released... oh, ages ago (I can't be bothered to check when) to much critical acclaim. An into-the-screen racer with superb cosmetics, its speedy graphics and intense playability made it the best arcade style drive-'em-up on the market at the time, and it's still very much a classic today. The thing that really brings *Challenge* forth from the crowd is its two-player mode. The screen is split into two distinctive halves, with each player viewing the track through a smallish (but sufficiently large) window; in one-player mode, the bottom window is defunct. Each race is set on different and gradually more hazardous tracks. Twenty cars compete on each course, with the eventual winner claiming top points while nine others receive smaller amounts and the final ten get none. Thing is, each race is part of a championship, but finish out of the points and it's game over — in two-player mode, this only applies if both human drivers don't rank highly enough.

*Lotus 2* is — in some ways — more of the same, but with a few improvements and a slight 'direction' change. Whereas in *Lotus 1* computer cars are there to beat and, basically, have to be, in *Lotus 2* they're merely a hindrance — the 'challenge' being to reach checkpoints and subsequently the finish line before a time limit has elapsed. The graphics are an improvement over its predecessor, the one-player mode takes up the entire screen,

there's more variation in the track designs... but it's not half as good. In two-player mode it's excellent, but solo entertainment is reduced by the limited challenge of the clock.

## Crashed and burned

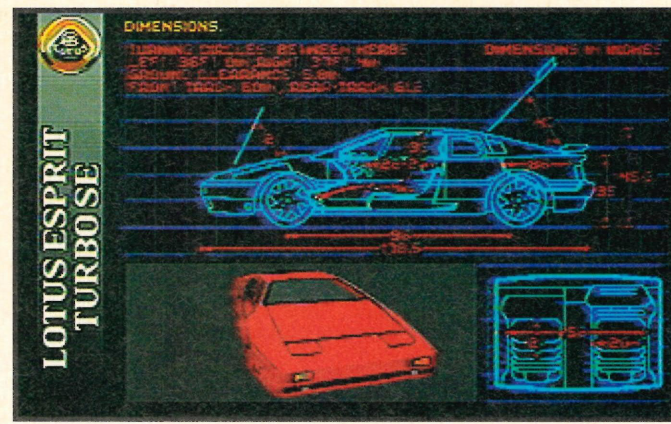
Finally, *Lotus 3* isn't all it should be. It's essentially *Lotus 1* and *2* combined, though shamefully not as good as either. Graphically it's not anywhere near

as accomplished — the screen update's a lot more ragged, for example. Bearing in mind how smoothly its older counterparts manage to move, it seems unforgivable that it should almost jerk along at times. Still, there are a fair number of options

to choose from, including whether to race against the clock or other competitors, the obligatory two-player option (couldn't omit that one, could they?) and a course designer. Yup, *Lotus 3*'s big hook is that you can make your own tracks,

giving almost endless variety. Sadly, it's not a designer in the 'true' sense of the word, or so I see it — you only choose how many bends, hills, obstacles and all that sort of stuff there are. A code is given so you can re-race on 'your' track at any time and... well, it's all a bit crap, really. Still, *Lotus 3*'s enjoyable enough — and certainly well presented — but

**Does Lotus Trilogy present good VFM? Sadly, no.**



Lotus is French for 'go eat lots of lard 'till you're sick'. And I'm the king — no, queen, of England. Honest.





**Not a bad package — the first two games are good**

Cooooo! All the Lotus games in one beautiful big black box. It's only when you play one game after another that you realise the drawbacks. It all starts with *Lotus Esprit Turbo Challenge* with its slightly dodgy graphics but superb competitive racing gameplay. One of the few glitches in the game is the fact that, even in one-player mode, you have the annoying split screen during the race. The second game in the trilogy, *Turbo Challenge 2* doesn't have this irritating glitch; instead the graphics have been improved upon and yes, its one-player mode utilises the full screen display. But alas, what it has in presentation it lacks in gameplay. Instead of the (much better) competitive racing to get pole position, in this game you're against the clock, topping up your time as you pass each checkpoint.

The biggest disappointment of the lot, though, is *Lotus 3* which tries to combine the good points of its predecessors. Although its presentation's nice, *Lotus 3*'s gameplay is awkward and really doesn't inspire you to play for long. So, there you have it. It's not a bad package — the first two games are good racing sims but the third falls slightly to the wayside. Still, *The Lotus Trilogy* is ideal for anybody who likes to get stuck into a good racing sim.

**83%**

It's a green Lotus. Wow. It's slower than the others, though.



The red one! Cool car. Just look at that acceleration graph go!



The Lotus Elan eh? I bet it couldn't beat a Suzuki Swift 1.3GS in a race!

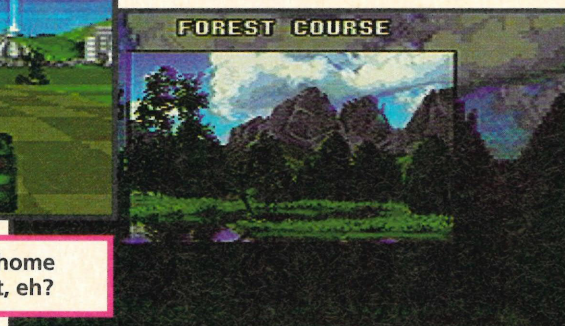
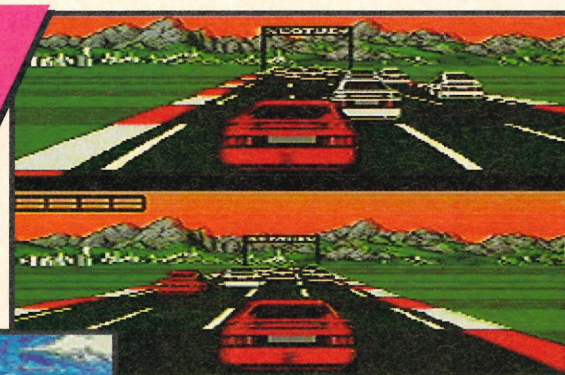
# GVY

it doesn't compare favourably with the first two.

So what's the beef, then? Does *The Lotus Trilogy* present good VFM? Sadly, no. When you consider that both *Lotus 1* and *2* are available on budget — you could get the both of them for under £20 — and the flawed *Lotus 3* is arguably no improvement over either, wouldn't it be wiser to buy the two that count, save the rest of the cash and put it towards something more worthy? Like, perhaps you could send it to me! Look, you know our address. I'll even send you a note saying 'ta, matey' or something. Now you can't say fairer than that, can you...



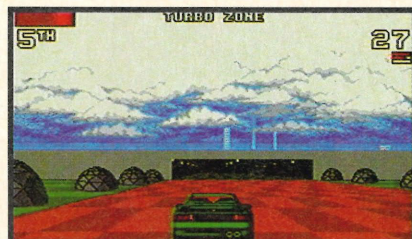
And the roads at home are really like that, eh?



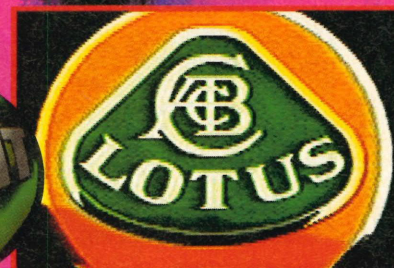
PLY1 PLY1

Pretty intro screens adorn each level start.

Pity that, in *Lotus 3*, you have to play THIS after them. Great.



**JAMES 80%**



STYLE .....	COMPILATION
COMPATIBILITY .....	ALL AMIGAS
NO. OF DISKS .....	4
MEMORY .....	1 MEG
HD INSTALL .....	NO
PLAYERS .....	1/2
LEVELS .....	N/A
CONTINUES .....	N/A
EXTRAS .....	COMPUTER LINK-UP, TRACK EDITOR
RELEASE .....	OUT NOW

## GRAPHICS

**89%**

Excellent on the first two with fast scrolling and detailed cars and scenery, not bad on the third.

## SOUND

**85%**

A wide variety of tracks to both drive along and listen to! Music select on *Lotus 1* and *3*

## PLAYABILITY

**88%**

Instantly appealing, and consistently so against a friend. The two-player modes are simply superb.

## LASTABILITY

**84%**

Lots of tracks make for long-term entertainment and there really are loads of 'em...

The first two Lotus games are superb, the third... it's not terrible, just not as playable. Buy *Lotus 1* and *2* on budget instead.

## OVERALL

**82%**



# JOHN BARNES EUROPEAN FOOTBALL

• PRODUCER: KRYSALIS • AUTHOR: IN HOUSE • PRICE: £14.99

We sit, huddled, praying for CD32 software... and receive



an old soccer game. Still, it's got John Barnes in it and doesn't cost much...

In football games, the idea is to score loads of goals. No really, it is. Goals are traditionally achieved by moving or passing to a player within shooting distance of an opposing team's goal mouth. The downfall of many soccer games is that scoring is only possible from 'sweet spots' — choice positions that CPU-controlled 'keepers fail to recognise as a threat. Usually, the opposing team do the impossible and score from seemingly any angle — a phenomena unexplained but probably something to do with your goalkeeper being crap, or something. Then there's *Sensible Soccer*, *Goal!* and, grudgingly, the two *Kick Off* games that actually do allow you to play a more life-like game of soccer, where almost any shooting angle can result in a goal.

Being a bit of a sad case when it comes to football games (I can't stop playing them), I volunteered to review *John Barnes European Soccer* and, in some ways, I'm glad I did — it's been an unusual experience. Never before have I played a footy game for an hour without scoring, let alone sat down to review one under the circumstances. I tried almost every angle, every conceivable sweet spot... to no avail. The computer manages it, because it's got the whole thing sussed — it's all a matter of fooling the goalkeepers. Take a shot at goal and the keeper's reaction is near instantaneous and oh-so-accurate. However, should somebody kick the ball in his direction and it get blocked by another player, he still makes a dive, leaving an open goal for all and his dog to score while the goalie dusts himself off. This is what the computer does, but could I manage it? Pah.

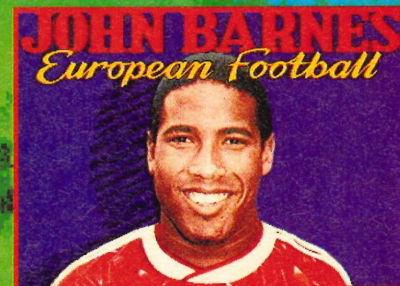
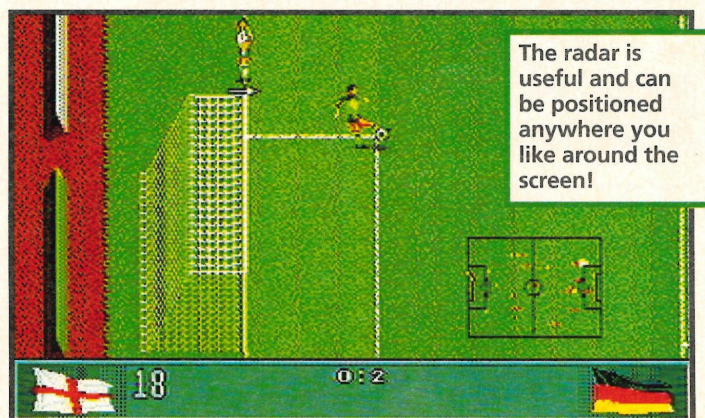
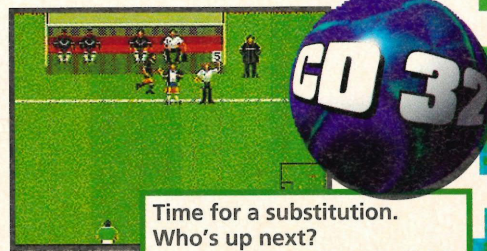
## Long ball tactics

Another flaw is an absence of any serviceable 'pass' movement. You can hoof the ball down the pitch 'till the cows come home (or Rams if you're a Notts County fan) but more often than not there's no team member there to pick it up. Tackling is easy —

simply walk into the opposing player or, if you fancy conceding a penalty, there's a poorly-defined slide tackle. Wonderful. *John Barnes European Soccer* could have been a fun kick around with better playtesting and tweaking, but it's the sort of game that, if I were a lesser reviewer, I'd associate openly with a cliché involving parrots, in particular sick ones. As budget soccer games go... well, I've seen worse, let's put it that way.

Hang on, this is a CD32 game, isn't it? I can't finish the review without mentioning something about 'unused capabilities', 'doesn't push the machine' and 'it's the same as the bloody 16-bit version'... you know the score. So do I for that matter. It's six to Sweden with England on a pitiful nil. It's strange that an Amiga football game should be based around John Barnes, surely the most frequently-injured player in English football, but hey — that's licencing for you.

Could have been a fun kick around



STYLE	SPORT
COMPATIBILITY	CD32
NO. OF DISKS	1 CD
MEMORY	N/A
HD INSTALL	N/A
PLAYERS	1-2
LEVELS	N/A
CONTINUES	N/A
EXTRAS	TOURNAMENT, INDIVIDUAL OR TEAM CONTROL
RELEASE	OUT NOW

## GRAPHICS

78%

Fairly well-defined sprites and pitch, but sparse presentation — and no FMV intro!

## SOUND

60%

Pardon? I'm sure there was some sound, but as I can't recall it, it can't have been that good...

## PLAYABILITY

46%

Infuriating, under-playtested and awkward... oh, and scoring goals is near impossible.

## LASTABILITY

65%

Strangely, this is where JBEF wins out. It is challenging, for those patient enough to stick with it.

In the USA they're starting a full-time soccer league and widening the goal for higher scores. I can almost see their point...

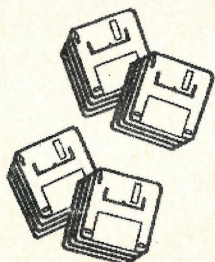
## OVERALL

50%



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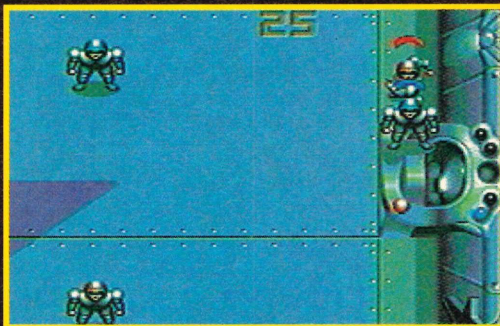
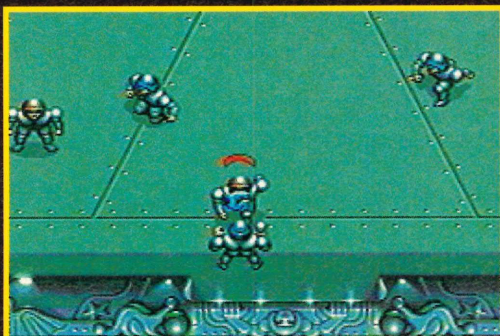
# SPEEDBALL



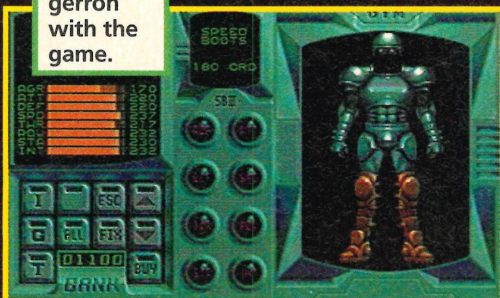
● PRODUCER: KIXX ● AUTHOR: THE BITMAP BROTHERS

● PRICE: £9.99

**Kick the ref senseless, smash the ball boy in the mouth and duff up the opposing goalkeeper. Are future sports cool or what?**



GOOOAA  
AAAL!  
That's 1-0  
to blue  
team...  
or is it  
the reds?  
Oh, who  
cares?  
Just  
gerron  
with the  
game.



If this were real I'd sure go an' watch it! Speedball — an indictment of civilisation's decline in moral standings mirroring the fall of Rome into decay and debauchery? Or simply an observation of society's downward spiral from an independent viewpoint, perhaps?

Nah. Head-punching — that's what it's all about. Imagine a future in which no one goes down to the 'traditional' footy of a current Saturday afternoon. Speedball's where it's at — a game with no rules. The idea's to score points in (almost) any which way you like. Most are scored by throwing the ball into the opposition's goal (situated at each end of the arena) or by hitting special point boosters. Scores can be increased by gaining control of two point multipliers, situated adjacent to each other on the wall halfway along the pitch. Throw the ball through once and all

**Head  
punching —  
that's what  
it's all  
about!**

**This Bitmaps  
bargain's worth  
its weight in  
gold!**



I like Speedball 2, me. It's infuriating, addictive, challenging, looks good and has a two-player option. What more could you expect from a game? Its only real rival in its field is the gory *Brutal Sports Football* — which, admittedly, I prefer as it's got more blood and rabbits in — but for a budget price, this Bitmaps bargain's worth its weight in gold. Possibly its most impressive aspect is that individual players are individuals, improving as time passes (and cash is spent), so it's always a bummer when a star centre forward gets stretchered off. Still, I don't let it get me down as my Amiga's right by my window, so I can lean out and vent a little frustration by throwing rocks at passing tourists.

You too could enjoy Speedball 2 as much as I do. I advise you toddle off to the shops right now and buy it — it's class.

**JAMES**

**88%**

further scores are increased by 50%; hit a second time and the boost goes up to 100%. If the other side gain control, it's possible to throw the ball at it to cancel the bonus; the opposite also applies. Additional points are gained for inflicting serious injuries on opposing players. Each player has an energy meter which depletes each time he's hit. Coins and icons appear randomly on the playfield.

Coins are spent on team improvements between matches while in-game icons have a number of functions — some temporarily reverse an opponent's joystick during a two-player game, some teleport the ball straight to your centre forward, but my personal fave decks the entire opposing team.

## Brutal sports

Two-player games are available with matches taking place over two legs, but there's also a whole host of one-player options.

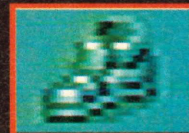
## HANDY ICONS TO



Shades: Increase players aggression.



Bottle: Boosts the old stamina.



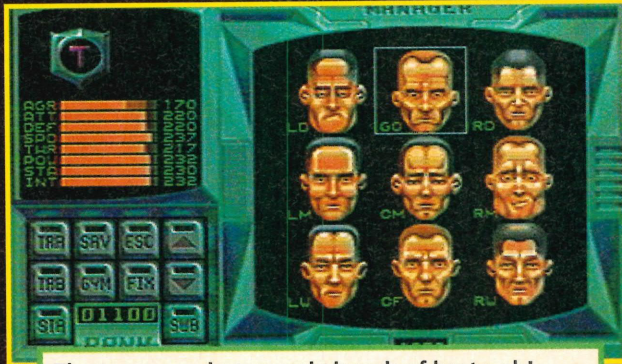
Boot: Collect for extra speed.



Chest plate: More barge resistance.



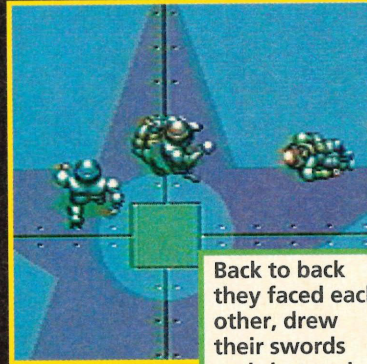
## ALL 2



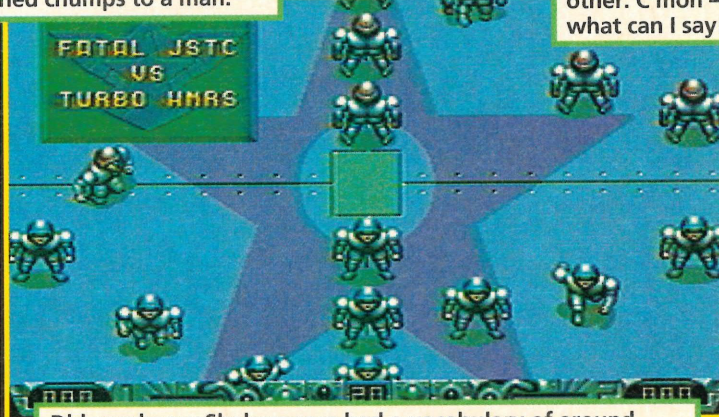
The team — what an ugly bunch of bastards, eh! Square-jawed, high hairlined chumps to a man.

The one-player game puts you in control of 'Brutal Deluxe' — the worst team in Speedball history, kind of like a 21st century West Bromwich Albion. From here you can play a knockout competition playing against progressively tougher teams 'til you lose. There's also a cup option played over four two leg rounds but the main challenge is in the full league. In this, Deluxe begin in division two with their eventual aim being to win promotion and go for the title. Should you prefer you can elect to manage the team, buy and sell players and let the computer handle events on the pitch. Now, hang on a mo...

... Ah, crash me another ten minutes lads, I'll finish the review in a second... ha! Stitch that ya funk wit! What makes *Speedball 2* so addictive is its frenetic pace. It's full-on from start to finish with hardly a



Back to back they faced each other, drew their swords and shot each other. C'mon — what can I say!

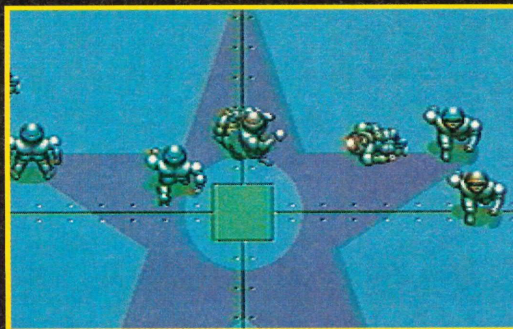


Did you know Shakespeare had a vocabulary of around 17000 words? The average these days is about 11000 — cor!

moment to breathe. This doesn't mean it's a no-tactics free-for-all; skilful passing, manipulation of on-court devices and, most importantly, gaining control of the points multiplier call for a measure of method amid the manic madness.

I must say the management option's a bit pointless, though. The fun's in the game and its challenge will keep solo speedsters happy for ages. With this in mind, the superb two-player mode just serves as the icing on the cake and provides a great alternative to *Sensible Soccer* for head-to-head action. *Speedball 2*'s a not-to-be-missed experience at an unmissable price.

**MILES 90%**



STYLE .....	SPORT
COMPATIBILITY .....	ALL AMIGAS
NO. OF DISKS .....	1
MEMORY .....	512K
HD INSTALL .....	NO
PLAYERS .....	2
LEVELS .....	N/A
CONTINUES .....	NONE
EXTRAS .....	NONE
RELEASE .....	OUT NOW

## GRAPHICS

**90%**

Recognisably Bitmap Bros with smooth scrolling and a superb metallic sheen.

## SOUND

**88%**

Good samples add atmosphere with jarring cries as players clatter into each other.

## PLAYABILITY

**92%**

Non-stop action right up to the final whistle with plenty of bonuses to keep up interest.

## LASTABILITY

**89%**

The computer offers a considerable challenge and the two-player option gives serious extra appeal.

Arguably the best two-player this side of *Sensible Soccer* and right royal raver to boot.

## OVERALL

**89%**

## HELP YOU WIN!



Gloves: Improve throw accuracy.



Power Elbow: Stronger throws.

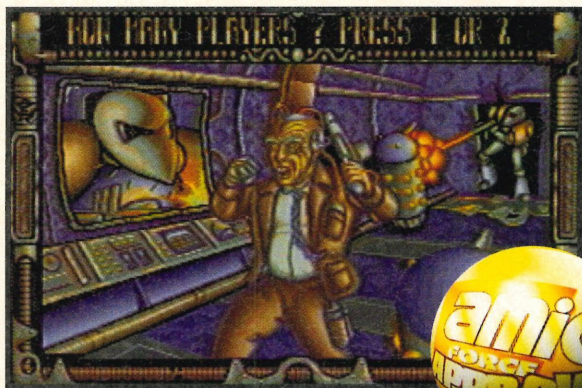


Helmet: Increases player intelligence



Shoulder Pad: Barge strength.





• PRODUCER: BUZZ • AUTHOR: TEQUE • PRICE: £9.99

# LASER SQUAD

What's small, pink, and hangs out your underpants? Your mum.



Look, sorry, but how do you introduce one of the best strategy games ever, now on re-release?

There are strategy games, and then there's *Laser Squad*. Despite its mere five missions, awful graphics and mediocre in-game music — which, thankfully, can be turned off — it's easily one of the most compulsive war games ever. Here's how it works...

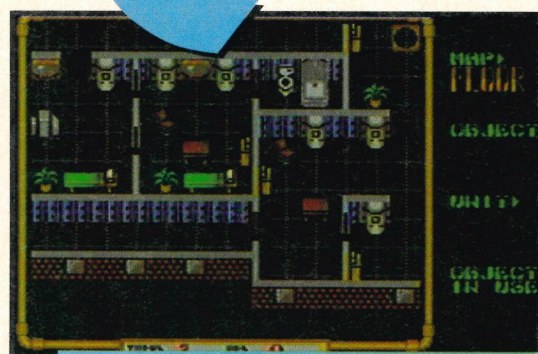
Each scenario begins after equipping relevant team members with armour and weaponry, from a fairly impressive selection. Deployment follows, with the player being able to place troops in certain areas, depending on the selected mission. Following this is the 'action', so to speak, where turns

are taken to move characters and perform various actions.

Sounds like standard stuff so far, right? *Laser Squad's* bare bones are traditional strategy game material, but its features such as line of sight, the 'action points' system and an instinctive control method that make it something special. Like real-life vision, if a character isn't facing in the general direction of something, he can't see it. Similarly, walls obscure views. Obviously, blanking out over half the screen would make the viewing window messy and unpleasant to the eye, so basic scenery is always displayed. If a character peers through a window any usable objects or hostile troops can be seen, while blowing up a wall, logically, exposes anyone (or anything) hiding behind it.

## About time, too

The action points system isn't a new one, having been designed by *Laser Squad's* developer many moons ago and used in a few noteworthy 8-bit titles. In classic board game style, sides take turns to move. Each character has an allocated amount of points, depending on individual statistics, the weight of objects held and their current health status. Every available action costs a

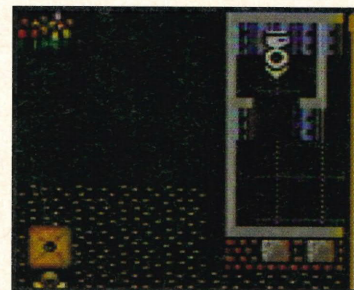


The first mission, The Assassins, isn't only the easiest, it's arguably the most enjoyable: almost everything can be blown up...

certain amount of points — opening a door may take five, while picking up an object could need seven. Obviously, careful thinking's required lest troops be left stranded in a vulnerable position with no points remaining; sure, firing three Heavy Laser shots takes three, but if you have to load the thing first, there are approximately eight other points to be spent as well.

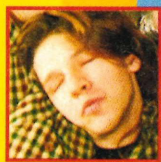
*Squad's* control method's pretty good, too. Selected troops can be rotated, moved forward, backward... but all at a cost, remember. With no-one

In two-player mode, it's one of the best games ever



Possibly the least interesting shot this issue — nice one, Rob, while above: hiding in toilets isn't advised.

The sense of real-time strategic combat is overwhelming



Being possibly the best 8-bit game ever, I was expecting *Amiga Laser Squad* to be something quite spectacular. That said, when it was first loaded up a smidgen of disappointment manifested itself about the office. Graphically the game's as near as damn it identical to the Spectrum version, but after a few minutes play any doubts fell away. Even though it's played almost as a board game, with players taking turns to wibble their troops about, the sense of real-time strategic combat is overwhelming. Trouser-filling excitement's rife as you edge your team down blind corridors not knowing what lurks round the next corner, thanks to the innovative 'hidden movement' system.

Five vastly different missions, each with numerous skill settings, mean the CPU will take some beating but if you can stand turning away during the other person's go there's near endless scope for two-player conflicts.

93%



# RAD

selected, moving the joystick scrolls the level map around, allowing you to see where your troops are, and have a bit of a nose around. Gunfights are just as easily controlled, though far more fraught — this is where *Laser Squad's* RPG down-to-the-dice throw leanings come into play. After selecting 'fire' from the appropriate menu, the screen blacks out everything but solid scenery and characters. Moving the cursor to the required target's all very fine and well, but if the cheaper 'snap shots' are chosen in favour of the more expensive aimed shots, there's a far bigger chance of a miss.

This is a floor — but onto more pressing matters. The next caption involves a toilet so, predicably, there's a joke about poo. We're sorry. Really.

Heh heh. It's a bog, And... AW GOD! RUN AWAY! IT'S HUGE!

We're not sure what these blocks are, but they explode if hit by the more powerful firearms.

Windows can be seen through, broken, used to snipe from — in fact, they're a real tactical gem...

This area of the status bar, not surprisingly, displays what object is being used (if any) in that square. If it's a live grenade, get running.



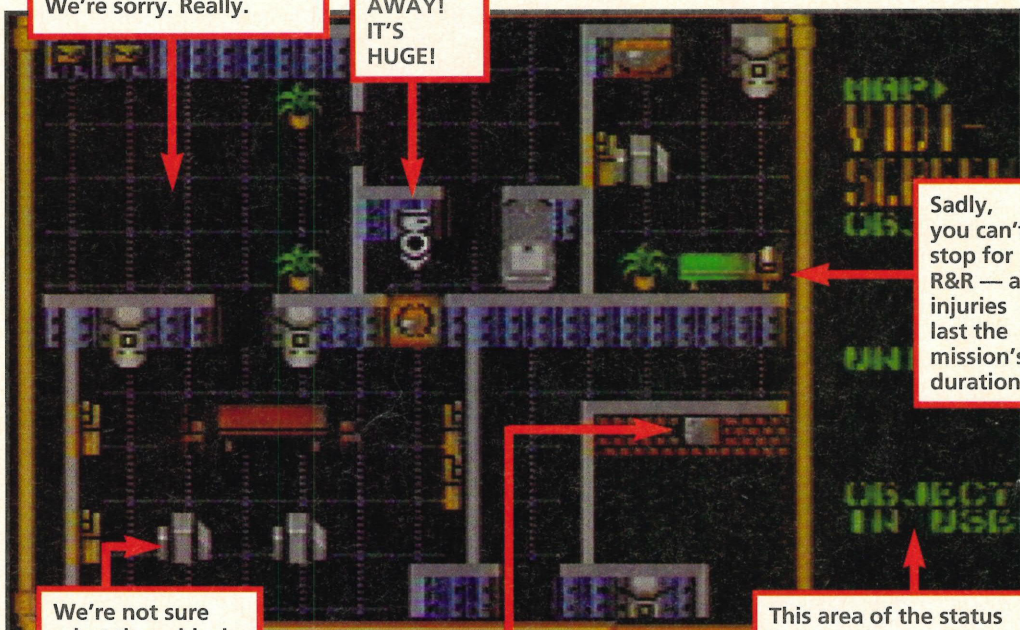
Wahey! A shot with troops in. Basically, they're a sterling bunch, even if they do look a bit Spectrumy.



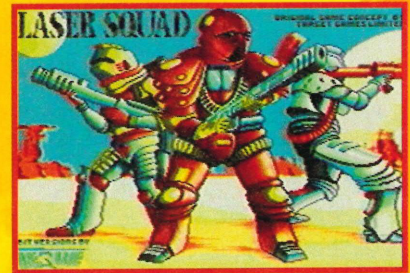
Some walls. Plants. Trees. I wonder what kind of pants Laser Squad troops wear? Hmm...

It's strange, but despite rabbiting on about *Laser Squad* for the best part of 500 words, I reckon I've hardly explained half of what it has to offer. You can call me crap, a poor journalist, whatever you want, but I defy anyone to accurately convey just how great it really is on paper. In two-player mode it's one of the best games ever, and its five missions, although seemingly few, are challenging — above all, it's a fun game. Now *there's* a word you don't usually see levelled at war games — and also why I don't usually play them...

**JAMES 92%**



Sadly, you can't stop for R&R — all injuries last the mission's duration.



STYLE .....	STRATEGY
COMPATIBILITY .....	ALL AMIGAS
NO. OF DISKS .....	1
MEMORY .....	512K
HD INSTALL .....	NO
PLAYERS .....	1-2
LEVELS .....	5
CONTINUES .....	NONE
EXTRAS .....	SKILL LEVELS, SAVE GAME
RELEASE .....	OUT NOW

## GRAPHICS

**42%**

Awful. To say they're 'merely functional' would be the understatement of the month.

## SOUND

**53%**

Basic sound effects, tiresome tune... makes Radio One FM seem like pleasurable listening.

## PLAYABILITY

**90%**

Superbly designed and a joy to play. Who says strategy games can't be simplistic and fun?

## LASTABILITY

**93%**

Many skill levels for one player to dote over, but it's *Squad's* two-player mode that really excels.

One of the best strategy games ever — despite terrible presentation, graphics and sound, it's a game even ardent arcaders will enjoy.

## OVERALL

**93%**



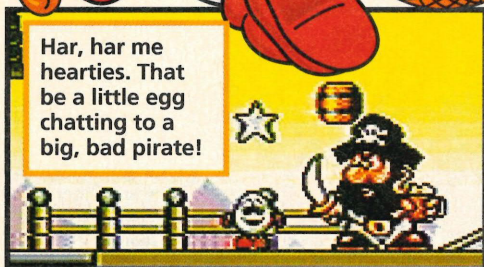
## THE REVIEW SECTION

PRODUCER: CODEMASTERS • AUTHOR: THE OLIVER TWINS • PRICE: £29.99

## FANTASTIC DIZZY



He's appeared in more Amiga games than any other character, he wears dinky little red boots and will easily crack under stress. Who is he? Who cares?



All manner of amusing cartoonish scenes

I like my eggs poached gently in a frying pan of water for about ten minutes, served on lightly toasted bread and spiced with white pepper — Mmm. I certainly don't like my eggs running round the bloody place collecting things and getting into all sorts of scrapes. Call me old fashioned but I think they should sit in their little containers and do nothing else other than taste nice with cress. But I suppose there's very little you can do when the egg in question calls himself Dizzy and becomes a local hero. For anyone who's heard of Dizzy, but never played the games, *Fantastic Dizzy* will be a brilliant new experience full of puzzles and platforms that will amaze you for ages. Those familiar with the other Amiga Dizzy games will still find this fun to play but might recognise many of the elements.

In true Dizzy tradition the graphics are colourful, fun and really add to the games cool image with all manner of amusing cartoonish scenes. Music adds another fun element to the game with many a bubbly tune playing in the background as the eggy lad hops, skips and jumps through the adventure. *Fantastic Dizzy* is lots of fun for fans of puzzles, platforms and chicken things in nests.

84%

Oh darn and flip! Dizzy is here again in another crazy adventure, so hide your egg mayo sandwiches and put your puzzling head on. *Fantastic Dizzy* is the little egg's biggest adventure yet and incorporates ideas from many of the earlier Amiga outings.

This adventure was originally created for the consoles, starting out on the Nintendo Entertainment System and then being converted to the Sega Mega Drive. With console games selling for up to £50 Codemasters couldn't create just another Dizzy adventure. They had to incorporate extra elements to make the game worth buying. And now, ironically, it's been converted back onto the Amiga again!

Thanks to those dodgy Nintendo and Sega consoles we now have the definitive Dizzy adventure. It's set in the land of Zakeria — a magical kingdom ruled by the evil wizard Zaks. This nasty piece of work has put a spell on all the creatures in the kingdom, turning snails and butterflies into potential killers and rendering all Dizzy's friends and neighbours, known as The Yolk Folk, helpless. The cad even imprisoned Dizzy's girlfriend Daisy in his

Pick up a plank, walk to the hole in the ground and use it — simple!



castle — for a laugh!

In this kingdom there's The Yolk Folk's tree house village, a diamond mine, cloud castle, village, pirate ship and dragon's lair all ready to be explored. Objects are scattered around each section and can be picked up and used in other locations. Only three items can be held at a time though so quick decisions have to be made regarding what to keep and what to drop. Around every corner there's a new character for Dizzy to chat to. Shamus the leprechaun, Blackheart the pirate and Theo the good wizard are just a selection. They all need some puzzle solving or task completing to get them on Dizzy's side.

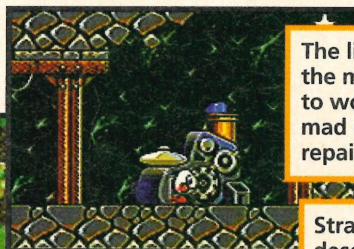
### You must be yolking!

The basic levels of *Fantastic Dizzy* are pretty much like any other Dizzy game, from *Treasure Island* through to *Prince of the Yolkfolk*. It's the sub-games and sheer scale of the adventure that makes this stand out from

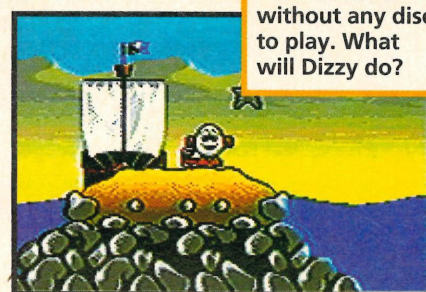
the crowd. By exploring down the diamond mine Dizzy can jump into a mine cart and go for a ride through a maze of tracks, visit the troll castle and the game becomes a shoot-'em-up using a crossbow and get on the wrong side of Blackheart and Dizzy is made to walk the plank, then having to escape the murky depths by jumping from bubble to bubble.

And all this with only two lives! Yes that's right. Dizzy has only been blessed with two measly lives to complete this adventure. Luckily extra lives can be won by finding a sliding puzzle game with a picture of Dizzy and Theo on it. Rearrange the pieces and

Dizzy has only been blessed with two measly lives!



Stranded on a desert island without any discs to play. What will Dizzy do?





Theo will cast a magic spell duplicating the little egg.

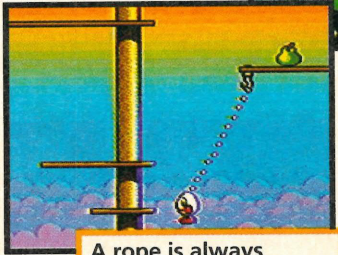
Playing the game I couldn't help noticing all the neat touches that have been added to create a fun game playing environment. As Dizzy strolls through each section and time passes by the sky gradually changes colour and it becomes night time — and if in the town you'll see the streets lights come on! Falling from a great height will make him sit dazed for a while and there's even an underwater animation for drowning — nice!

There's only one thing that stops *Fantastic Dizzy* being a gem of a cartoon adventure — the lack of any password or save game option. It'll take days to complete with all the unpredictable elements and having to start from scratch each time you die soon tarnishes any addictive qualities it might have had. The presentation is excellent, visually it's stunning and the music isn't as annoying as some games I could mention. *Fantastic Dizzy's* a great game and certainly provides a challenge for newcomers to the Dizzy series and experts alike. It's just a shame about the lack of passwords.

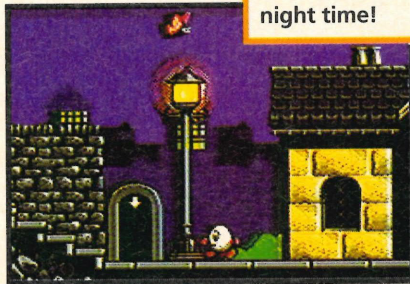
**NICK 88%**



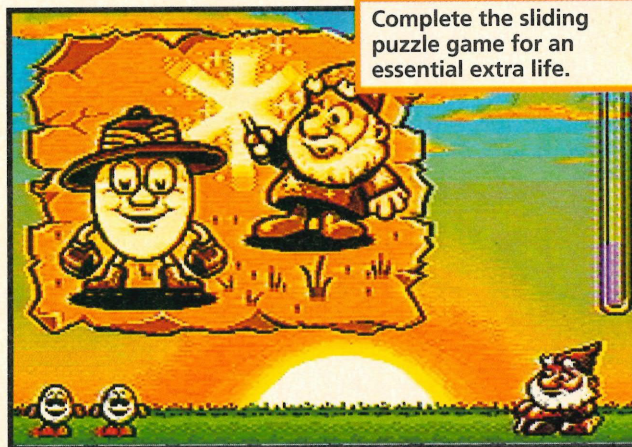
Cool backgrounds and amusing animation make Dizzy lots of fun.



A rope is always handy for reaching those awkward platforms.



Ooo look — the street lights have come on. That means it must be night time!



Complete the sliding puzzle game for an essential extra life.

ALTERNATIVELY

**F**antastic Dizzy is basically a cocktail of other Dizzy adventures from the Amiga and 8-bit home computers. They're all covered in the Codemasters feature over on page 16 but here's how to create your own *Fantastic Dizzy* adventure from older releases...

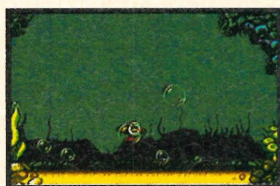
### MINE CART RIDE



The mine cart ride in *Fantastic Dizzy* can also be found in the earlier game *Spellbound Dizzy*. Available on budget this is a cheaper alternative to the new adventure.



### BUBBLE ESCAPE



When the nasty pirate makes Dizzy walk the plank he must escape the murky depths by bouncing from bubble to bubble — exactly like the game *Bubble Dizzy*!



### TREEHOUSE VILLAGE



Every Dizzy game ever has had a treehouse village section. Funny really — the Yolkfolk must move house a lot because they're all different!



STYLE .....	ADVENTURE
COMPATIBILITY .....	ALL AMIGAS
NO. OF DISKS .....	2
MEMORY .....	1 MEG
HD INSTALL .....	NO
PLAYERS .....	1
LEVELS .....	MULTIPLE
CONTINUES .....	NONE
EXTRAS .....	MANY SUB GAMES
RELEASE .....	OUT NOW

## GRAPHICS

**90%**

A fun cartoon style with lots of colour and animation. Slick and professional.

## SOUND

**84%**

Jolly music with different tracks for each section. The sound effects aren't up to much.

## PLAYABILITY

**88%**

Dizzy games are simple to control but some sections will need some practice to complete.

## LASTABILITY

**89%**

Lots of puzzles and sub-games to play. The lack of a password system may try your patience though.

The greatest Dizzy game of all time. Cool graphics make it a joy to play. A password option would've made it unmissable.

## OVERALL

**86%**



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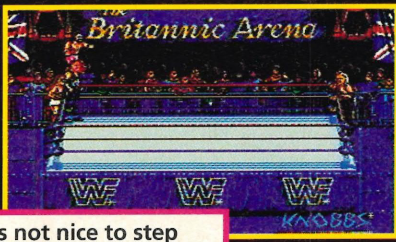
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It's not nice to step on people when they are on the floor.

# WWF EUROPEAN RAMPAGE TOUR



● PRODUCER: HIT SQUAD ● AUTHOR: OCEAN ● PRICE: £9.99



**Pretty make-up, nice hats and interesting hair-dos. Either this game's about a day out at Ascot races or those nice men of the WWF!**

**B**limey! If there's one thing that makes me angry it's fat bullies in leotards that think they can just come up to you and throw you around the place for fun. Mind you, that's really what wrestling's all about so I shouldn't complain. In the latest WWF release from Hit Squad you can pick a tough wrestler and develop a varied selection of wrestling moves all from wiggling the joystick in a variety of different ways.

The idea of the game is to travel with the tag team throughout Europe, hopefully winning a series of gruelling tag team fights against ominous opponents with names like The Nasty Boys and Natural Disaster. The goal of the game is to reach the dreaded twosome affectionately known as the Legion of Doom featuring the hardest wrestlers in the game.

## All the right moves

It takes lots of skill to perform the moves that can render these mad men of Europe helpless. There's a selection of defensive moves such as blocking and running

away(!), the other moves are bone-crunching attacks such as Arm Locks, Arm Twists, Elbowdrops, Dropkicks, Stomps and Headlocks.

Unfortunately, the thing about WWF is that it doesn't live up to its tough image in gameplay and visuals. Everything about it seems weak and uninspired. Okay, games based on wrestling are never the most pleasing to play but this really takes the biscuit. Visually, the fighters are rather blocky and lack detail and colour leaving it a bit bland to look at. The all-important gameplay's a joke, working out some of the moves is near impossible to do, even after probably a couple of weeks solid playing (if your brain cells last that long).

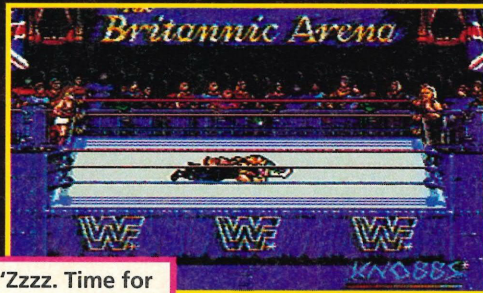
The sound's sparse — or just plain rubbish, the odd bit of sampled speech is OK, but there's just not enough of it.

All in all the guys in WWF European Rampage Tour might as well stop at home, save their energy and watch Sesame

Street with their feet up — giving up Wrestling for good.

**The all-important gameplay's a joke**

**39%**



'Zzzz. Time for a quick nap before the fight. Did you set the alarm clock Mr Knobbs?'



This nice young man in a suit and tie looks like he's never been anywhere near a WWF ring in his life. Come on — get wrestling!



It's the Hulk! But why isn't he green with a ripped shirt?

'Ooo, I think you poked me in the eye then, you beast!'

STYLE .....	BEAT-'EM-UP
COMPATIBILITY .....	ALL AMIGAS
NO. OF DISKS .....	2
MEMORY .....	1 MEG
HD INSTALL .....	NO
PLAYERS .....	1/2
LEVELS .....	N/A
CONTINUES .....	2
EXTRAS .....	NONE
RELEASE .....	OUT NOW

## GRAPHICS

**39%**

Weak, and bland, not the sort of thing you'd expect in a wrestling game.

## SOUND

**41%**

Nice sampled speech, boring music and very little of it.

## PLAYABILITY

**43%**

Loads of moves to perfect but it's just as easy to stick to one throughout the game.

## LASTABILITY

**38%**

Your arm will soon get tired of performing the moves and you'll get tired of the game before that!

Fans of the WWF Wrestlers might enjoy a couple of games but they'll soon get bored — even at the £9.99 price tag!

## OVERALL

**40%**



# THE REVIEW SECTION

**CURRENT PILOT**  
SGT cannonball 00 pts.

**CURRENT DUTY ASSIGNMENT**  
3rd Armored in Western Europe vs 2nd Line Enemy

**CURRENT STYLE OF FLYING**  
Volunteer Hazardous Duty

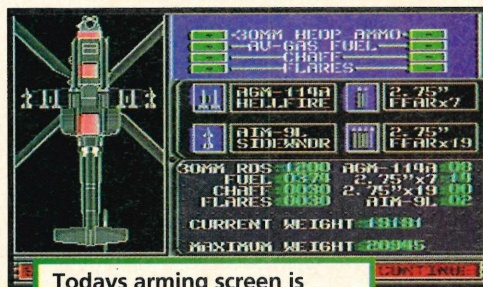
**CURRENT REALITY LEVELS**  
• real flight performance  
• crash landings possible  
• highly variable weather

Current level of risk is: **Ultimate**

Ultimate difficulty level — oi reckons it be toime to rock.



Don't put your daughter on the stage, Mrs Robinson... Is that a mountain? Eek!



Today's arming screen is brought to you by Kixx in association with Diet Coke.



A bit of a classic as simulations go...

I'll let you into a secret. You see, when Miles came for his interview at Impact Magazines, he was asked to write a review of a game. That game was *Gunship*. Several months later while working for COMMODORE FORCE (a top mag, in case you hadn't heard) Miles reviewed *Gunship* again. And now...

Well, *Gunship* for the Amiga arrived in the office a few days ago, and dutifully we loaded it, sat back and watched. The first comment was 'it's the same as the C64 version'. Other remarks were aimed at its age — it is getting on a bit.

*Gunship's* a bit of a classic as simulations go, but why is it a Kixx XL game (ie expensive)? Haven't they wrung enough money out of it by now? In fact, hasn't it been re-released before at a normal budget price?

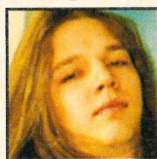
Sod it — I can't be bothered to write or moan any more about *Gunship*, or any other over-priced budget games for that matter.

**JAMES 75%**

- **PRODUCER: KIXX XL**
- **AUTHOR: MICROPROSE**
- **PRICE: £12.99**

# GUNS

In days of old there was much squabbling as to who would do what and when, until someone eventually came up with the idea of a rotor system. Later the same idea was applied to helicopters.



Take a gun, a ship and a sprig of broccoli, drop them all in a large cauldron and what do you get? Erm... a boat, a shooter and a bit of veg in a pot actually. How am I going to write this intro without using the word 'chopper' — bugger! The problem is it's a flight sim and therefore contains no plot, story or other interesting background to witter on about. Hmm, let's start with the box and see what you actually get for ya money. Lid off, and... aha — the manual. A petite affair by Microprose's current standards but nevertheless crammed with more technical info than most could swallow in one go. The great thing is, most of it can be applied to the game. There's handy hints on strategy, enemy defensive tactics and tutorials on how to perform various flight manoeuvres such as autorotation — a natty way of landing safely with no engines. Then there's profiles of the four regions of combat included in the game and all sorts of other guff besides.

Now, what else do we have in the magic box? Well blow me down with a tortoise if it's not a technical reference manual, a technical reference manual. A sort of condensed

version of the beginners tutorial contained in the manual giving brief descriptions of all keyboard commands.

Next up, WAYHEY! Keyboard overlay! A600 owners are gonna have to remember all those controls though cos only A500 and A1000 overlays are included.

Okey dokey, now for the most important items. The floppies, yippee! Only one disk, crumbs. Well at least swapping won't be a prob.

## Ops Document 101/A Mission Debrief

Past experiences came back as if to haunt me as I took to the air. Previous assignments to units Spectrum and C64 appearing not far removed from the 16-bit incarnation with wire frame

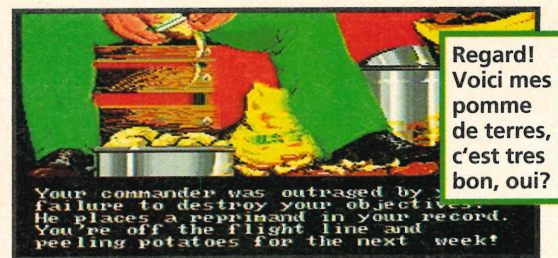
detail and update primitive and slow respectively. Visual comparison to modern operational aircraft does not compare favourably but still the old soldier handles well enough to ward off the challenge of solid polygons and incoming multiple exterior views. Counter measures to more modern generic pre-requisites include effective random mission generator and rapid access time. No poxy waiting ten minutes while the drive buzzes away to itself only to be presented with an 'Insert disk 14' message.

What'll it be, skipper?  
Actually a hot mug of cocoa and crumpets sounds nice.

- Personally inspect you for damage
- Take off again immediately
- Rearm and Refuel to complete mission without repair
- Leave your chopper and call it quits for this mission

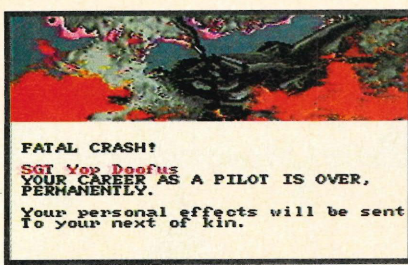


Tell me about your mother. Oh, and look out for those nasty arabs too.



Your commander was outraged by failure to destroy your objectives. He places a reprimand in your record. You're off the flight line and peeling potatoes for the next week!



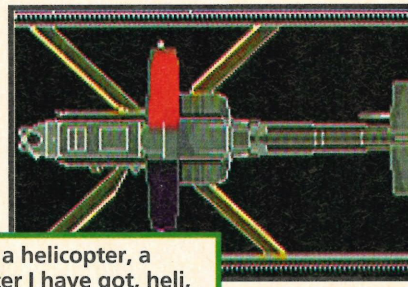


**FATAL CRASH!**  
SGT. You goofus  
YOUR CAREER AS A PILOT IS OVER,  
PERMANENTLY.  
Your personal effects will be sent  
to your next of kin.



What's going on  
here? Hey —  
helicopters can't  
fly upside down!  
Miles must be  
one helluva pilot.

# WHIP



I've got a helicopter, a  
helicopter I have got, heli,  
heli, heli, helicopter. Tra la!

As you'd expect, there are medals to be won, ranks to be climbed and finicky superiors to rollock you if you screw up. Start off as a lowly sergeant and work your way up to Colonel. Four theatres of action are available ranging from picking off ill-equipped peasant fighters in Asia to battle-hardened Ruskies in Europe plus a gunnery training range in the States.

In fact I could natter on for the rest of the review about features and stuff but where's the point? You've gotta remember *Gunship* started out eight years ago on the 8-bits and what were original and revolutionary ideas back then come as standard kit with modern sims. Still, it retains the playability that made it a classic. The problem, I suspect, will be for people to look beyond the shoddy (by today's standards) aesthetics. Even then it's not a game that'll appeal to everybody but anyone with an interest in flight simulators should definitely check it out.

**MILES** **75%**

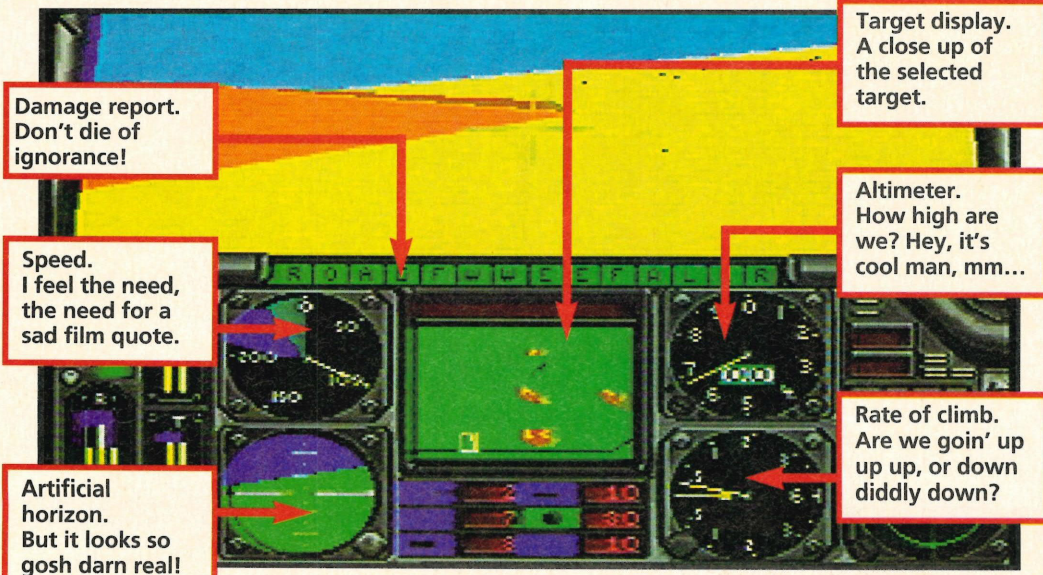


"Sir, do you  
think this hat is  
really me?"  
"Chuckle, yeah,  
right, ho ho ho!"

Hurray — home  
again. Another day  
of baddy-bashing's  
over. Anyone for a  
spot of tea?



Congratulations cannonball.  
Your performance during train  
superior, you receive the Nat  
Defense Service Medal.



Damage report.  
Don't die of  
ignorance!

Target display.  
A close up of  
the selected  
target.

Altimeter.  
How high are  
we? Hey, it's  
cool man, mm...

Rate of climb.  
Are we goin' up  
up up, or down  
diddly down?

Speed.  
I feel the need,  
the need for a  
sad film quote.

Artificial  
horizon.  
But it looks so  
gosh darn real!

## THE REVIEW SECTION

47

SIMULATION — OH WOW! YOU CAN SEE RIGHT DOWN THAT GIRL'S TOP FROM UP HERE



STYLE .....SIMULATION  
COMPATIBILITY .....ALL AMIGAS  
NO. OF DISKS .....1  
MEMORY .....1/2 MEG  
HD INSTALL .....NO  
PLAYERS .....1  
LEVELS .....N/A  
CONTINUES .....NO  
EXTRAS .....SAVE GAME  
RELEASE .....OUT NOW

## GRAPHICS

**60%**

Bland wire frame shows  
its age but does the job  
— there's plenty to take  
your mind off the visuals  
anyway.

## SOUND

**40%**

An appalling rendition  
of 'Flight Of The  
Valkyrie' greets you  
and from there on it's  
downhill.

## PLAYABILITY

**79%**

Surprisingly easy to  
get up and flying  
despite the daunting  
number of keyboard  
controls.

## LASTABILITY

**70%**

Showing its 8-bit  
ancestry — modern  
sims might want a  
bit more variety.

Dated  
flight sim  
but plays  
well  
enough to  
compete  
with many  
of today's  
contenders.

## OVERALL

**75%**



• PRODUCER: HIT SQUAD • AUTHOR: DINAMIC SOFTWARE

# RISKY WOODS



Collect the eye icons to kill everything on screen.

Didn't your mother ever tell you not to go into the woods alone? It's good advice — they're full of traps, deadly enemies and icky stuff all over the floor!



What I'd like to know is where was the ruddy County Council when the enchanted Risky Woods were spoilt by the evil Lord of Darkness, Draxos? The former inhabitants of this tranquil place were a group of meek but powerful monks who had sworn long ago to protect the woods and all who lived in them.

Unfortunately the so-called powerful monks weren't nearly strong enough to defend themselves from the dark forces of Draxos, who turned the holy fraternity into stone. Unless the monks are turned back to their former selves, Risky Woods and the rest of the land is doomed to dwell in darkness, evil and loads of other bad things, eek!

The story gets more and more desperate, as if things weren't bad enough. Even the

bravest warrior failed in his mission to save the monks. So this is where us gamers step in, playing a character called Rohan, a young willing and able warrior ready for action in the enchanted woods.

Because he's only a novice at the ways of the sword and all that stuff, Rohan's only armed with small, rather inadequate throwing knives to protect himself. The main aim is to rescue the monks hidden on each level, to do this they must be released from their stone overcoats by blasting them until the stone cracks. Once this is done, it's off to the next level.

## Monk-eying around!

This all sounds very straightforward, but before all the monks can be found Rohan must make his way over dangerous terrain

filled with all sorts of nasty pitfalls and nasties to destroy. These foes come in all shapes and sizes, like skeletons, banshee type winged things and fire-spitting dragons. Destroy an evil being and a golden

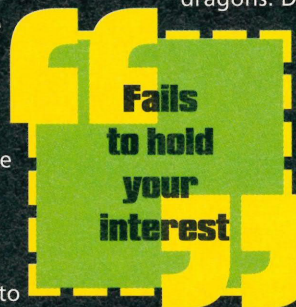
coin will appear which can be collected and kept for buying weapons later in the adventure.

There are other items to collect that appear in huge treasure chests. Some will help in the quest but others will hinder by putting the hero to sleep or reducing much needed energy, leading to death.

The main thing you notice when playing Risky Woods is that the game is frustratingly tricky, even on the first level. Although this might put many people off, I persevered for a while. With a good joystick and determination it's still very hard going and not particularly

addictive. As far as the visuals go, everything's very colourful and detailed which helps to distinguish the good from the bad. Sound and background music is OK but a little on the boring side.

There's lots to fight and pick up in Risky Woods but with its uninspired scenario and infuriating gameplay it fails to hold your interest and leaves you with a full head of hair.



## ...all the sex appeal of a night with Muffin the Mule



Any thoughts (hopes) I had of Risky Woods involving the luring and subsequent ravishing of eager young nymphets in darkened forests were soon dashed. Trudging along horizontal levels chucking knives, axes and the like at oncoming fiends has all the sex appeal of a night with muffin the mule, only without the ee-or!

Still, I won't bore you with my disappointments. The game looks okay but big sprites mean there just isn't the room to manoeuvre when enemies start to pour on screen. Hitting chests releases icons, some good, some bad, but as they tend to end up in a big pile it's often hard to pick up those you want and avoid the nasty ones. Collecting coins to purchase better weapons adds interest, but not much, no... really. Risky Woods — it's not dire but let down by a distinctly crap underside. Now had it involved those temptresses I mentioned earlier...

STARS

54%



This bloke doesn't have much meat on him — perhaps he's a vegetarian!

## WHAT'S IN THE BOX?

The levels of Risky Woods are dotted with treasure chests which hold all kinds of good and bad surprises. Take a look at what's on the conveyor belt tonight...



The apple is bit of a gamble — it either gives

you 10,000 points or puts you to sleep, losing you crucial time.



Another hit or miss, the arrow either gives you 10,000 points or

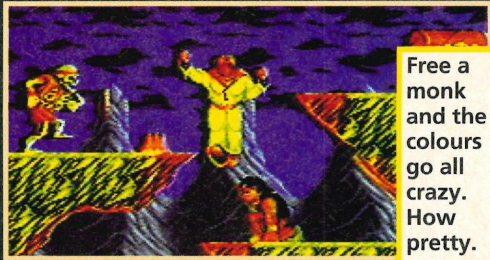
back-tracks you to an earlier part of the level.

ROB 63%

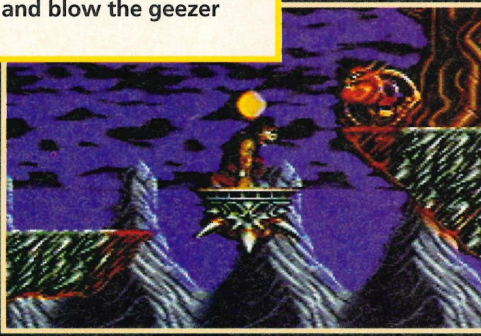


● PRICE: £12.99

Troll attacks are easily dealt with — just get out a big gun and blow the geezer away. Simple.



Free a monk and the colours go all crazy. How pretty.



DS



Beware of the dreaded chocolate Rice Crispies with custard stage later in the adventure.

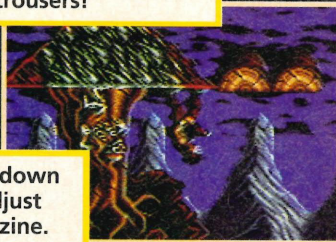
Arrgh! It's all gone upside down. Get me a sick bag quick — here come the carrots.



Yeah — it's the hero of the story. He's so brave.



Ooo. These graphics are really spooky. I think I need a new pair of trousers!



Hello Mr Shopkeeper, you know you look just like Alf Roberts from Coronation Street.

If you're after cheap platform action — take a look at Risky Woods!

It's upside down — don't adjust your magazine.



This special cross will give you a whopping great 10,000 points. Handy for all you high score fanatics.



The heart gives you an extra three notches on your energy bar — always useful for... err, stopping you from dying.



Collect the sandglass to add one minute of time to the clock. Useful if you're one of these sight seeing games players.



Handy to have, the thunderbolt temporarily makes the hero immune to damage.



An extremely useful weapon to have, the fireball kills all enemies near-by. But beware: it doesn't last for long.



Avoid this nasty, the skull removes six notches from your energy bar or turns everything upside down!



STYLE.....	PLATFORM
COMPATIBILITY.....	ALL AMIGAS
NO. OF DISKS.....	2
MEMORY.....	512K
HD INSTALL.....	NO
PLAYERS.....	1
LEVELS.....	16
CONTINUES.....	COLLECTIBLE
EXTRAS.....	NONE
RELEASE.....	OUT NOW

## GRAPHICS

68%

One of the best things about the game. Backgrounds and sprites are well-detailed and full of colour.

## SOUND

57%

The music isn't too noticeable throughout. Sound FX are OK but lacking in some respects.

## PLAYABILITY

62%

The main character is easy to control, but keeping him alive for more than two minutes is a challenge in itself.

## LASTABILITY

65%

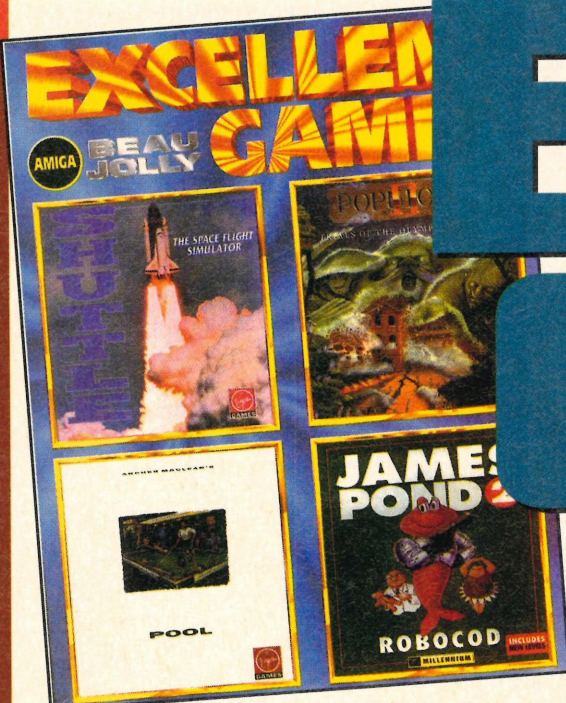
Although there's plenty to do, the level of trickiness prevents you playing for long.

A very well thought out game, but far too difficult to attract a mass following.

## OVERALL

63%





# EXCELLENT GAMES

● PRODUCER: BEAU JOLLY ● AUTHOR: VARIOUS ● PRICE: £34.99



**Pilot the space shuttle, pot a few Pool balls, become a robotic fish and play God! What more could you want from an Amiga compilation?**

**B**eau Jolly is a name that has launched many great compilations on all makes of home computer. From the early days of the ZX Spectrum right through to the latest Amiga offering their products have been recognised for top quality content and value for money. The new addition to their range, Excellent Games, is a right quartet of corks!

There's something for everyone's tastes in this pack. *Shuttle* kicks off the bunch with a simulation of the NASA space shuttle in shaded 3D. Created from official government documents this claims to be the most accurate and comprehensive simulation you'll ever play. Missions available involve launching and repairing satellites, manoeuvring the shuttle in zero gravity and reaching the correct trajectory for re-entry. Exciting stuff? Well not quite. What's the point of flying into space if there are no aliens to blast? The graphics are really jerky and sound abysmal: they could have at least got a count-down sample in there for take offs! Piloting the space shuttle

isn't half as exciting as it sounds. *Archer Maclean's Pool* is another 3D simulation. This time it's the table that gets put through it's paces with the balls shuffling round to re-position themselves. If you think that *Pool* is just a stuffy old pub game then think again because there are three varieties of rules to try here: 8-Ball UK Coin-Op, 8-Ball and 9-Ball US Pro. Each can be practised or played as a single match against a friend or one of the 20 computer-controlled opponents. If you're feeling confident, how about entering into a tournament as one of eight players? Visually the game is superb with smooth 3D twisting and turning of the table. All the balls can be moved about singly to set up trick shots and when potted move in a realistic manner. Don't bother putting any more 20ps into the table at the local pub, have a bash at this instead.

There's something for everyone's tastes in this pack

## Godly games

Now next up is a kind of simulation, but on a much larger scale. How do you fancy playing God? Forget the white beard and sandals though — *Populous II: Trials of the Olympian Gods* is all pointers and icons. As the son of Zeus you've been given the task of defeating 32 of your father's most awesome enemies.



**...a pretty good compilation with a varied selection...**

**F**lippin' heck! This new Beau Jolly compilation is full of great games. There's the platformer *James Pond 2* which has been slightly overrated on other formats. It's still a fun romp through level after level of candy-coloured fun and graphically it's wonderful. There's been no holding back on the colour and detail making it very aesthetically pleasing indeed.

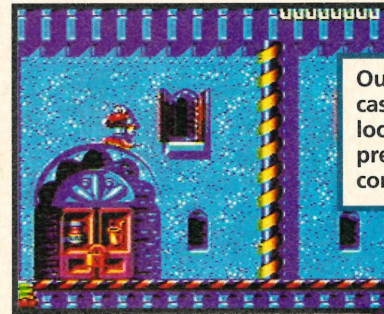
The next of the bunch is the classic god game *Populous 2*, which puts you in the shoes of a typical Deity who flattens land, looks after his people and fights enemies. Another visually pleasing game, again, detail is the key word here, there's so much of it! It all makes a very playable game.

We move on to *Archer Maclean's Pool*, a pretty weird sort of Pool game where the balls pull faces at you during a decisive match. Ideal for anybody into this sort of pub pastime, it's great to play and nice to look at.

Perhaps the only disappointing game in the box is an odd flight sim called *Shuttle*. Here you must successfully fly the NASA space shuttle by understanding it's controls and overcoming its weaknesses. It's a bit on the slow side for my tastes and I soon became bored.

So there you have it, a pretty good compilation with a varied selection of games that are bound to be classics in somebody's book.

**82%**



Outside Dr Maybe's castle all the doors are locked until the previous level is completed.

Try collecting the objects on the castle roof in the right order for a special surprise! If you want to know what flick over to the tips section now!



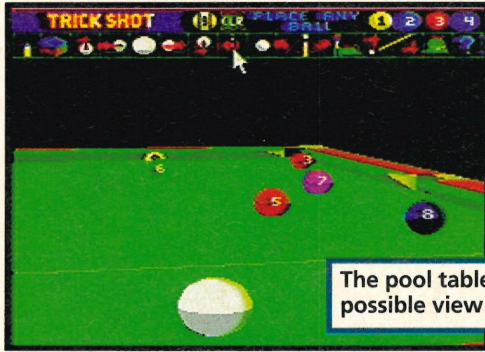
## ENT



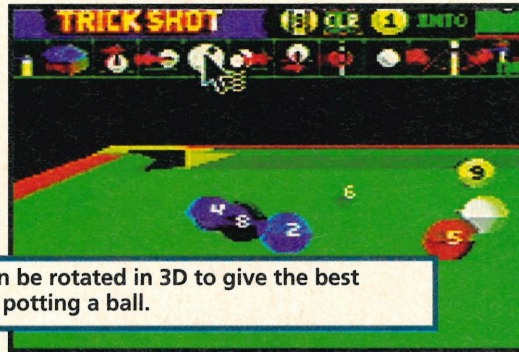
Treat your people kindly and they'll soon start building settlements on the flat land.



You can select hairdos, eyes, noses and chins to create yourself a unique godlike face!

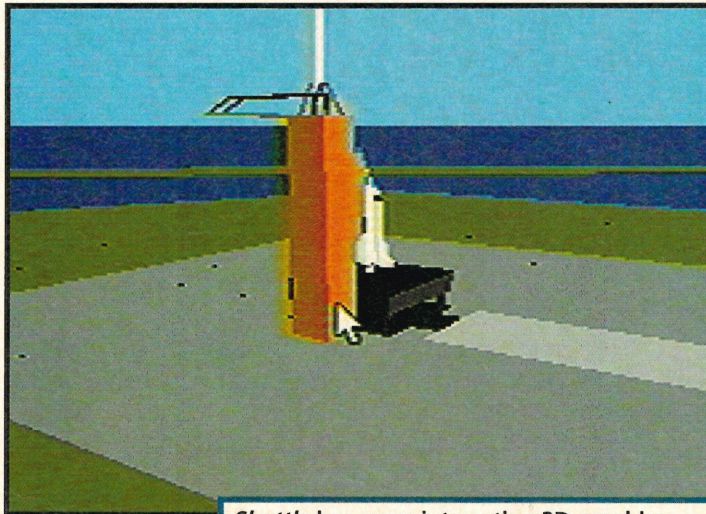


The pool table can be rotated in 3D to give the best possible view for potting a ball.



What have you got in the way of ammunition? Well, only the power to summon heroes to aid your people, plagues to destroy the enemy and 35 supernatural special effects to show them all who's boss. Anyone familiar with the original *Populous* will know what to expect straight away. The landscapes can be scrolled around and are viewed in the centre of the screen. Maps, selectable icons and commands take up the rest of the play area. The joy of the game is that you can see all your people busily going about their daily business. They totter about their land, build homes, start fights — they probably even go down the boozier on a Friday night! If slick strategy is what you hunger for then it doesn't come much slicker than *Populous II*.

The last game in the compilation doesn't need much introduction. *James Pond: Codename Robocod* is simply classic platform action. With over 2500 screens of mayhem to battle through and James Pond in a snazzy robosuit that allows him to stretch his body skywards this is a game packed with fun and frolics. The graphics and sound are excellent with cute teddy bears, cakes, chocolate and a



*Shuttle* has some interesting 3D graphics but they're all very slow and jerky, spoiling the game.

circus complete with big top making up backgrounds and platforms. James also has a selection of vehicles hidden away to help him around. A plane, car and bath tub are all great fun to control. In my mind this is undoubtedly the best game in the *Excellent Games* compilation and it comes in two versions — one enhanced for A1200 owners.

NICK 86%



STYLE ..... COMPILATION  
COMPATIBILITY ..... ALL AMIGAS  
NO. OF DISKS ..... 5  
MEMORY ..... 1 MEG  
HD INSTALL ..... IT IS POSSIBLE TO  
INSTALL *POPULOUS II*  
AND *SHUTTLE* ON A HARD DRIVE  
RELEASE ..... OUT NOW

## SHUTTLE

69%

Jerky 3D and terrible sound — there are some nice static screens. Don't expect an all action space game here

## POOL

88%

An excellent pool game, with three sets of rules and the option of moving all the balls around singly to set up trick shots!

## POPULOUS II

90%

The follow up to the highly successful god simulation. Bullfrog, the producers, have improved on the original to give a fun and rewarding game. Packed with over 5000 animations and 1 Meg of graphics.

## ROBOCOD

89%

A classic platform game with lots of variety and some really cute graphics. The music will drive you and everyone around you mad as a

hatter but who cares?

Three excellent games, one dodgy one.

*Excellent Games* offers good value for money and has plenty of variety. Whether you love platform, strategy or simulations.

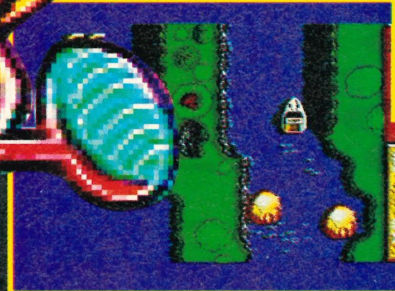
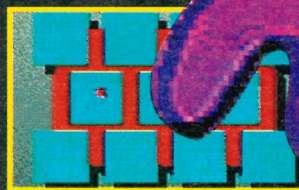
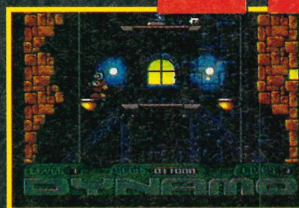
## OVERALL

84%



# FILL YOUR shelves!

**WIN!  
EVERY  
CODEMASTERS  
BUDGET  
RELEASE AND  
10 COOL  
COSMIC  
SPACEHEAD  
T-SHIRTS!**



**T**hose generous people at Codemasters have gone absolutely bonkers! They were so over the moon with their feature on page 16 that they asked us down to their headquarters for a special shopping trolley dash! We zoomed around their warehouse and filled up with every budget game we could lay our hands on and grabbed ten Cosmic Spacehead Global Hypercolor T-shirts on our way out. Now this is your chance to win them!

## Brains in gear!

Just take a look at these two pictures of Cosmic Spacehead, the funky new character from Codies. Picture A is the normal one but picture B has 10 differences to look for. Circle them all on the picture, fill in your name and address and post off the coupon to: COSMIC COMPO, AMIGA FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Please get your entries to us before March 17.



NAME: .....  
ADDRESS: .....  
POSTCODE: .....



# Have your say!

So what do you think of the new look Amiga Force then? We think it's brought the magazine bang up to date with a new editorial team and crisp new design but it's your views that count. Help us to help you by filling in this questionnaire and posting it off today. After all — it's your magazine!

- News 1 2 3 4 5 6 7 8 9 10  
 Previews 1 2 3 4 5 6 7 8 9 10  
 Features 1 2 3 4 5 6 7 8 9 10  
 Basic reviews 1 2 3 4 5 6 7 8 9 10  
 Alternatively reviews 1 2 3 4 5 6 7 8 9 10  
 Playing Tips 1 2 3 4 5 6 7 8 9 10  
 Public Domain 1 2 3 4 5 6 7 8 9 10  
 Letters 1 2 3 4 5 6 7 8 9 10  
 Guide 1 2 3 4 5 6 7 8 9 10  
 Next Month 1 2 3 4 5 6 7 8 9 10

- Food and Drink ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40

- 14** How many games do you own?  
☐ 1-10  
☐ 10-20  
☐ 20-30  
☐ More than 30

**10** Please write in the space below how you would improve Amiga Force (use an extra piece of paper if you think you need it)

.....  
 .....  
 .....

## About you

**11** Which of the following computers and consoles do you own?

- ☐ A500  
☐ A500+  
☐ A1500  
☐ A2000  
☐ A600  
☐ A1200  
☐ A4000  
☐ CD32  
☐ Super Nintendo  
☐ Nintendo NES  
☐ Sega Mega Drive  
☐ Sega Mega CD  
☐ Sega Master System  
☐ Game Boy  
☐ Game Gear

Other.....

**12** Do you intend to upgrade your computer in the near future?

- ☐ Yes  
☐ No  
 If yes what do you intend to buy?

.....  
 .....

**13** How much money would you say you spend on the following every month?

- Games ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40  
 Accessories ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40  
 Magazines ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40

**11.** How often to you buy new software?

- ☐ Once a week  
☐ Once a month  
☐ Once a year  
☐ I wait for birthdays and Christmas

**15** Which of the following magazines do you read regularly?

- ☐ Amiga Power  
☐ The One Amiga  
☐ Amiga Action  
☐ CU Amiga  
☐ Amiga Format  
☐ Amiga Computing  
☐ Amiga User International  
☐ Amiga Shopper  
☐ Edge  
☐ Electronic Gaming Monthly  
☐ Game Pro  
☐ V.G.S.

**16** Do you think the television computer and console shows offer better coverage than magazines?

- ☐ Yes  
☐ No

## Other interests

**17** Which of the following do you watch or listen to on a regular basis?

- ☐ Radio 1  
☐ Virgin 1215  
☐ Atlantic 252  
☐ Independent Local Radio  
☐ BBC Local Radio  
☐ Radio 5  
☐ BBC 1  
☐ BBC2  
☐ ITV  
☐ Channel 4  
☐ Sky One  
☐ Movie channels  
☐ Sports channels

## Personal

Name.....

Address .....

.....

.....Postcode .....

Age.....

- Sex: ☐ Male ☐ Female

● Please enclose a photograph!

## About Amiga Force

**1** How did you first hear about Amiga Force?

- ☐ I saw it advertised in another magazine.  
☐ I saw it on a shelf in the newsagents.  
☐ A friend told me about it.

**2** How often do you buy Amiga Force?

- ☐ Every issue.  
☐ When there's something inside that interests me.  
☐ Not very often at all.  
☐ This is the first one I've bought!

**3** How likely is it that you'll buy the next issue?

- ☐ Definitely.  
☐ Possibly.  
☐ No way!

**4** How did you get this copy of Amiga Force?

- ☐ I subscribe.  
☐ I bought it at the newsagents.  
☐ It was given to me.  
☐ I borrowed it from a friend.

**5** Do you ever have any difficulties finding Amiga Force?

- ☐ Yes ☐ No  
 If yes state what they are:

.....

**6** How many people, apart from you, read or look at your Amiga Force?

- ☐ 1 ☐ 2 ☐ 3 ☐ 4  
☐ More than 4

**7** What elements influence your choice of magazine?

- ☐ Cover  
☐ Contents  
☐ Exclusives  
☐ Price  
☐ Cover mounts

**8** How much would you say you liked the new look Amiga Force?

- ☐ It's great! Much better than before.  
☐ Not bad, but I preferred the old style.  
☐ I hate it.

**9** Please rate each of the sections in this issue out of ten. One is rubbish, ten is brilliant.

- Cover 1 2 3 4 5 6 7 8 9 10  
 Contents 1 2 3 4 5 6 7 8 9 10



Cut out this  
page, fold into  
an envelope  
and seal with  
a piece of tape  
then post it  
off to:

NO  
STAMP  
NEEDED

# AMIGA FORCE READER SURVEY

**FREEPOST  
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# NICK FALDO'S CHAMPIONSHIP GOLF

OUT  
NOW

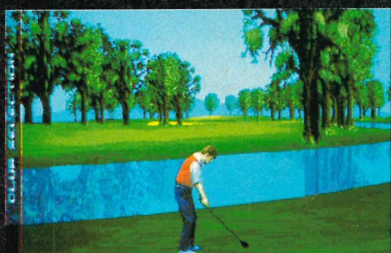
89%  
STEVE FOUNTAIN  
PC FREELANCE

88%  
ANTHONY GRIFFITHS  
THE WORD/  
THE SUN

91%  
JOYSTICK

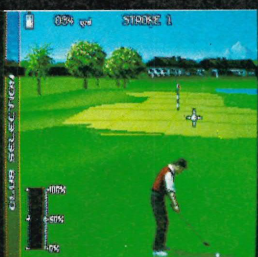
90%  
AMIGA  
FORMAT

IBM PC



**CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS  
STATE-OF-THE-ART GOLF SIMULATION?**

IBM PC



IBM PC



"The best true golf simulation available for the PC"  
- STEVE FOUNTAIN PC FREELANCE

"A superb golf simulation even more challenging  
than Links 386 Pro" - ANTHONY GRIFFITHS  
THE WORD/THE SUN

"A real class act, just like playing against Nick  
Faldo in real life" - JOYSTICK

"The best looking, user friendly and playable  
golf game on the Amiga" - THE ONE AMIGA



# Public Domain



If it's  
great  
new

games you want  
at a pocket  
money price then  
check out the  
latest offerings on  
the Public Domain  
software scene.  
There's something  
for everyone  
here, as ROB  
MILLICHAMP  
found out.

## Nemesis

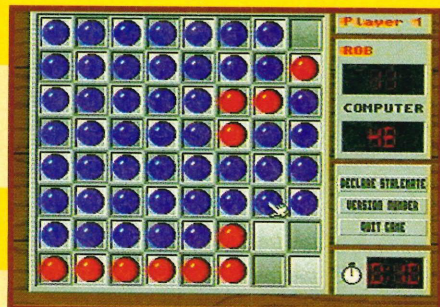
### 17-BIT SOFTWARE

The very name conjures up something a bit on the mysterious side, but that couldn't be further from the truth. Anybody who remembers Othello will instantly get a feeling of déjà vu while playing *Nemesis*. Although simplified to a grid with red and blue counters, it's still very playable and addictive, either against the computer or another player.

The idea is to out-do your opponent by finishing the game with more counters left on the board. This is done by placing a counter of your colour at either end of a line of the opposition's colour. This changes all the counters inbetween to your colour! Thing is, your opponent can do exactly the same so a series of tactical moves are required to end up on top.

Just to make things a bit trickier each player must move before ten seconds has elapsed, leaving a short time to make decisions. Go over the time limit and a turn is missed, which could be disastrous. *Nemesis* is simply laid out, but like most simple things, it works very well. Graphically it's clear if sparsely detailed, but this certainly won't ruin your enjoyment.

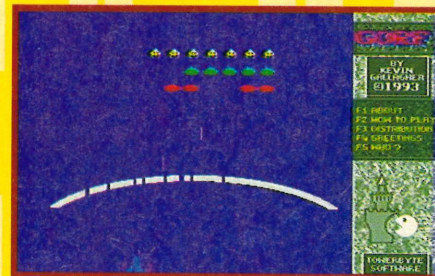
83%



## Gorf

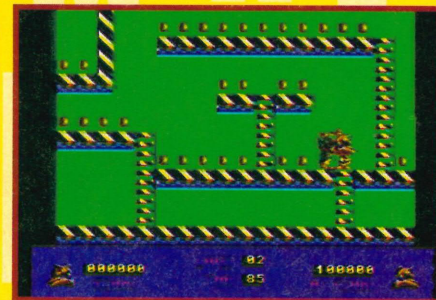
### 17-BIT SOFTWARE

This is perhaps one of the most curious games in the PD pile this issue. *Gorf* should be instantly recognisable to most of you — at very least the formula should be. This conversion of the ancient arcade game is a pretty fair copy. In the pre-game text, the author explains how he constantly annoyed the manager of a local arcade by repeatedly visiting, spending no money and just scribbling a load of notes on his favourite arcade game. The time and trouble seems to be paid off, resulting in this great conversion of the original, with it's *Space Invaders*ish gameplay and attack waves. All you have to do is blast the bad guys and, of course, the orange ball with eyes known as Gorf. While it



does seem very primitive, *Gorf's* still very addictive. Each level's different with plenty of attack methods to cope with from Gorf and his nasties. This is one little blast-'em-up that is guaranteed to keep you hooked for ages.

78%



## Klawz the Cat

### 17-BIT SOFTWARE

Another familiar-looking platform game with level after level of colourful backgrounds and snazzy sprites? You've heard of *Sonic the Hedgehog* and *Alfred Chicken* — well this is *Klawz the Cat*. You control the odd-looking Klawz in a mad feline frenzy across platform after platform, the kitty being pursued by vicious nasties that send him spinning off the screen on contact. Klawz has to collect every pick-up on each level to progress to the next. Doing this requires lots of quick thinking and it's really easy to trap Klawz down a dead end. Graphically *KTC's* pretty darn good, right down to Klawz's whiskers. Backgrounds and pick-ups are also well-defined, making it a visually pleasing platformer. One of the few downers is that, apart from the change of colours and arrangement of the platforms on each level, there's very little variety, making things very monotonous after a few plays. Still, it's good fun for a while and a must for all *Rainbow Islands* and *Parasol Stars* fans who fancy a change of character.

68%



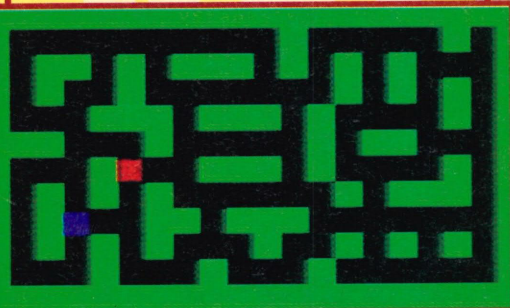
# Assassins 150 PD SOFT

A three-game compilation from the Assassins, featuring a computerised crossword, an Amiga version of *Boxes* and a cool two-player tank game.

The disk opens with *D-Solve*, a pathetic, pointless attempt at computerising a crossword puzzle. The concept behind the program is pointless — why computerise a crossword puzzle at all? Okay, the two on offer feature on-screen solutions to each question, but so what? The clues make no sense anyway, even when you know the answer.

It's not badly programmed, but computerisation adds nothing to crosswords, and the puzzles themselves are pretty poor.

*Dot 2 Dot* suffers from similar problems. A PD version of the popular pen-and-paper game *Boxes*, the



players take it in turns to join two dots on a grid. If you complete a box, ie draw a line that forms the fourth side of a square, you score a point.

It's a fun game, but as the Amiga version is still two-players only, what has it gained from computerisation? N-O-T-H-I-N-G! Stick to pen and paper.

Last but definitely not least is *Tactic Tank*, a cool two-player shoot-'em-up in the familiar 'drive around the screen taking potshots at your buddy' mould. Various power-ups are on offer, most of which are useful, and none so devastating that the other player might as well give up as soon as it's claimed (a fault that's killed many similar outings). I could do without invisibility though — how do you control a tank you can't even see?

The option to play against the computer would make this a 'must buy', but even as it stands it's great fun with a friend.

Overall this isn't a particularly good disk, and only worth buying if you're after a two-player tank blast.

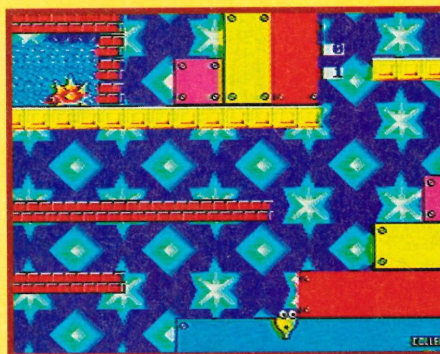
45%



## Bounce ROBERTA SMITH DTP

Hmm, another one of those cute platformers folks. There's only so much cutesy platforming a reviewer can take — and just after lunch too! The character in *Bounce* simply a small but perfectly formed pink bouncy ball with a face. This 'thing' must be guided through a selection of head spinningly sweet and over-colourful levels filled with all manner of creatures that lurk around the platforms, drifting after you. Yes drift, that's exactly what everything seems to do — even the main character, who I thought should have bounced, going by the title. Unless you're a big fan of late sixties freakouts this might leave you a bit cold. One of the worst things is the lack of gameplay and the infuriating sluggishness of the main character. It looks like a pink pea but moves like a oil tanker! The graphics are perhaps the best thing about *Bounce*. Each sprite and piece of background is wonderfully detailed and stunningly (if not tastefully) coloured. It's just a pity about the uninspired gameplay.

59%



## Ork Attack 17-BIT SOFTWARE

On first playing this game it might seem a little bland in the gameplay department, but once you get to know the controls and have played it for about an hour, as I did, you'll be utterly addicted! *Ork Attack* is an arcade-style game in which the idea is to fend off marauding Orks and troll-like creatures as they desperately try to scale your castle walls and take over the mighty fortress. The only soldier to defend the castle is equipped with a sword and a good supply of rocks,



handed to him by his loyal squire who waits in the wings. *Ork Attack* isn't what you'd call an easy game. As well as having only one life to skilfully kill Orks on each level, they scale the wall at a phenomenal rate, giving the brave knight hardly any time to breathe! The opening sequences are eye-catching screens with the in-game screens are equally cool, with lots of colour, detail and blood — in a very cartoon style, of course. My only gripe is that perhaps it's a little difficult and takes a while to get into, but once played for a prolonged length of time it's well addictive.

86%





## Operation Firestorm

17-BIT SOFTWARE

**O**peration Firestorm's a very normal shoot-'em-up/platformer in which a tough action man-type character is guided throughout tough levels full of enemy troops, robotic tanks and ceiling-mounted guns. These all make the soldier's life a misery. As usual, there are a number of pick-ups to aid the soldier's advance. Ammunition, rockets, grenades and lives are essential.

Control of the character is smooth and swift. There's even a great directional fire for reaching those hard-to-get gun sites — a feature often not found in blasters, especially PD ones.

One of the best features about Operation Firestorm is its graphics. They're extremely well done, colourful and detailed with smooth animation and realistic-looking sprites. It's an addictive game that'll keep your attention for a while as you plough through level after level of hostile enemies and tricky obstacles.

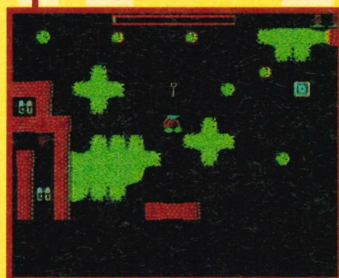
85%



## Slime

17-BIT SOFTWARE

**O**h dear! I wondered if there was going to be a bad egg in the bag of PD games this issue and unfortunately I think I may have stumbled across one. The object of this curious puzzler is to banish all slime from each of the maze-type levels by finding plugs and plugging up the holes around the maze where the slime is coming through. This task has to be performed in



a certain time and before the slime takes over and turns the level brown — if that happens you're all slimed out.

It all sounds quite exciting but unfortunately it's not at all. When you finally get to understand what everything does and then play the game you realise it's all a bit pointless. For the first five minutes Slime is OK. But with 16 levels to complete, it seems like it's never ending! Presentation is a little on the Commodore 64 side with blocky graphics that lack any detail, although there's plenty of colour splashed all over the levels. Slime doesn't have enough variety to hold your interest for long, but it does work well as a puzzler because it's quite tricky if you can ignore the bland presentation.

58%

## Blackdawn

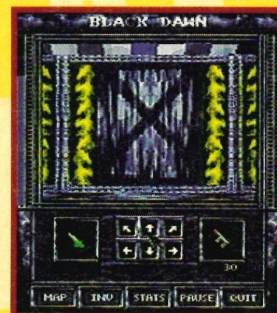
PATHFINDER PD

**T**his will certainly appeal to fans of RPG games in the style of *Dungeon Master*. It's another labyrinth-based game but instead of a fantasy setting, this is a sci-fi adventure. The idea of Blackdawn is straightforward, it's just carrying out the tasks that's the tricky bit. On each level you must find the exit using you map and different weapons to kill creatures that inhabit the labyrinth. At certain points you come across computer installations which can be used to buy and sell certain weapons and other useful pieces equipment. These must be used in the search for an exit.

This is definitely one of those games that takes a day to sit back and play with a good supply of coffee and food at hand. Each level is well designed and requires a good sense of direction as things can

get very confusing in the badly-lit corridors. The presentation is very good, with graphics and layouts reminiscent of the recent *Hired Guns*.

Although it won't appeal to everybody, it's still an addictive adventure with a convincing sci-fi scenario and bags of gameplaying appeal.



81%

# Pd Contacts

**So you've read the review and fancy getting the game! Well prices vary from company to company so have a ring round or write to these people for the best deal.**

### 17-BIT SOFTWARE

1st Floor Offices,  
2/8 Market Street,  
Wakefield,  
West Yorkshire  
WF1 1DH  
0924 366982

### ROBERTA SMITH DTP

190 Falloden Way,  
Hampstead Garden  
Suburb, London  
NW11 6JE  
081 455 1626

### PATHFINDER PD

41 Marion Street,  
Bingley, West  
Yorkshire  
BD16 4NQ

### MAGNETIC FIELDS

PO Box 118,  
Preston,  
Lancashire  
PR2 2AW  
0772 881190

### FORTISS PD

PO Box 2,  
Earl Shilton,  
Leicester  
LE9 8LU  
0455 850980

### EXPRESS PD

Magazine Business  
Centre,  
11 Newarke Street,  
Leicester LE1 5SS  
0533 559711

### CYNOSTIC PD

Office 1,  
New Enterprise Centre,  
Little Heath  
Industrial Estate,  
Old Church Road,  
Coventry  
CV6 7NB  
0203 613817

### NBS

1 Chain Lane,  
Newport,  
Isle of Wight  
PO33 2QQ  
0983 529594

**If you have a PD game or demo that we haven't featured in Amiga Force or run a PD company and would like it listed here. Just drop us a line at this address:**  
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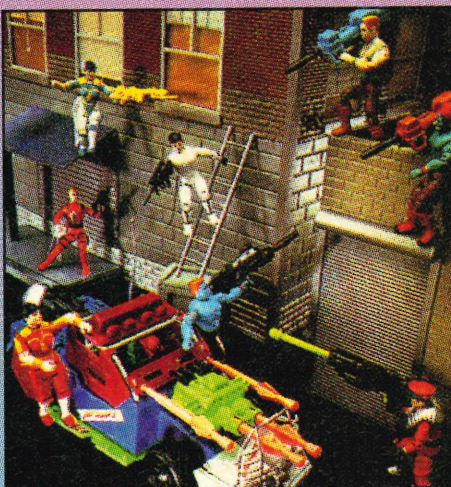


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ADDRESS.....  
.....  
.....  
.....  
NAME OF RECIPIENT.....AGE.....  
DELIVERY ADDRESS (IF DIFFERENT FROM ABOVE).....  
.....  
.....

TOTAL  
P&P  
TOTAL  
ENCLOSED

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Hey you!  
Yes you!

Stop playing that game and take a look at this. This is the Amiga Force Tips Vault! It's been seven years now since the Amiga was first launched onto the home computer world and quite a few games have sailed under the bridge since then. Whether you've got yourself a A500, A600, A1200, CD32 or any other Amiga you'll find tips for your games hidden deep inside the Amiga Force Tips Vault. It's up to us to dig them out. This issue you'll find some classic solutions and cheats for games that have recently been rereleased. Players' guides this issue include *The Secret of Monkey Island*, reviewed over on page 30, and a continuation to last month's tips for *Frontier: Elite II*. If you have any games you'd like tipped then just drop us a line using the coupon on page 66 and we'll search through the vault especially for you. There's also a prize of the game of your choice for the best tips, maps or cheats sent in every month. If you want to stand a chance of winning send your efforts to: **THE TIPS VAULT, AMIGA FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.** Enjoy this month's offerings and remember — cheats always prosper in The Tips Vault!



## Parasol Stars

The follow up to the excellent *Bubble Bobble* and *Rainbow Islands*, *Parasol Stars* is full of cute characters and bags of colour. Try these tips for size.

**1** When you're in Ocean World on the fourth level, paralyse all the nasties and get the purple heart (if there is one) in the top left corner of the square. Get all three green fruits (it's easier if you are playing a two-player game now) and you will be transported to the last world.

**2** Type in 'CYNIX' during play. Now you will find that C gives extra credits, D kills you, X skips levels, B takes you to a bonus screen, M gives you all three stars, T takes you to the final stage, G kills all baddies, 1 to 7 skip to their relevant stages, and F1 to F10 take you to their relevant levels.

**3** Type in 'WHERE ARE MY CREDITS' for infinite credits.

**4** Try pressing F1 for infinite lives.

**5** At the end of the game, when you return to Rainbow Islands Land, make sure that you have three star icons, as when you finish this land they will cause a giant key to drop from the sky. Pick this up and the final two secret worlds will appear. Now finish these to complete the game.

**6** Here is the location of a third secret world, which lies between Ocean World, Casino

World, Woodland World and Machine World. To access it, find your way to Ocean World level four. In the middle are some shrimps in a rectangle, and the power-up is a pink heart. Get the heart and kill all the baddies, then collect all the peppers (which isn't easy, as the top row must be shot with the lightning from outside). The screen should then flash and the map of the universe will appear, showing the location of the new world.

**7** Collect three Star Miracles before arriving at Rainbow World for 100 credits, collect three on Rainbow World to get to the second secret world, and collect three on this to get to the third.

**8** In the game, type in 'A WORD', upon which all the baddies should be unable to move. The following keys are then usable: C to increase credits, L to increase lives, G to paralyse baddies, Z or T to kill all baddies on stage, M to collect all three Parasol Stars miracles simultaneously, X to go to secret world, D to kill player one, B to go to bonus stage, F1 to F10 to select world, and 1 to 7 to select stage.

There are buckets full of tips down the Amiga Force tips vault and we've tried to squeeze as many of them into the new tips section as possible. Here are snippets for all kinds of games. See if there are any you can use.

### DESERT STRIKE

Type in BQQQAEZ as a password and, while playing, press F10 for immortality, 10 lives and a full supply of weapons.

### BART SIMPSON VS THE SPACE MUTANTS

Type EAT MY SHORTS to skip levels and COWABUNGA for infinite lives.

### FIRE AND ICE

Press left mouse button on title screen for infinite lives.

### MEGA-LO-MANIA

LEVEL	CODE	MEN
2ND	ELEALUFOPNP	200
3RD	SPXAKVXTFCA	300
4TH	SOMBSRKEZOC	385
5TH	CTWCMMMDQNJM	468
6TH	CQQDMKJKIQI	568
7TH	GNL DYGFDXK	668
8TH	DYJBQZHRQLA	754
9TH	YPWBCUDNVFM	787
10TH	DFLAOBPPBGX	50

### COVER GIRL STRIP POKER CD32

Enter your name as INDIGO to beat the girl with every hand if she's in

negative figures — even if she wins.

### ZOOL

Wait for the high score table to appear then type 'GOLDFISH' and press enter. Pressing the number one key will make Zool invincible.

### DEFENDER OF THE CROWN

If you're stuck, hold down 'K' while the game loads. You'll start the game with 1024 knights and soldiers.

### SLEEPWALKER

On the title screen type in 'DINGADINGDANGMYDANGALONG

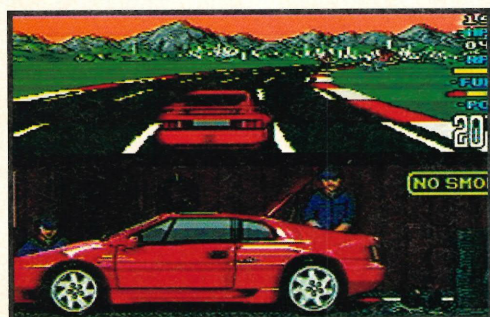


# Jurassic Park

The A1200 version of this excellent game is reviewed in this issue but has been out for a while. Thom Burgess from Kent has kindly popped some codes in the post for this prehistoric corker.

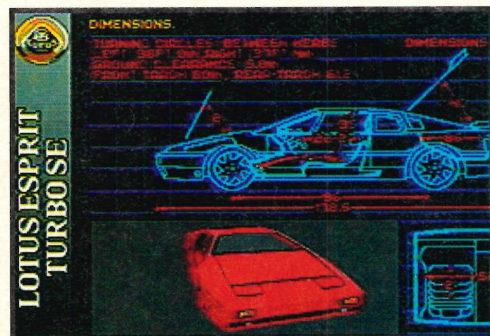
## Lotus Trilogy

Gremlin have just released this compilation of Lotus games — you can read our review over on page 34.



### LOTUS ESPRIT TURBO CHALLENGE

1. Select a two-player game, and call one person 'IN A BIG COUNTRY' and the other as 'FIELDS OF FIRE'. Now you'll always qualify.
2. Also try 'MONSTER' and 'SEVENTEEN' for a bonus game.



#### ARENA

T-REX paddock  
TRICERATOPS paddock  
RAPTOR tunnel  
STEGOSAURUS paddock  
DILOPHOSAUR paddock  
BRACHIOSAURUS paddock  
DILOPHOSAUR raft ride  
VISITOR CENTRE  
UTILITY SHED  
POWER SWITCH  
MORE RAPTOR tunnels

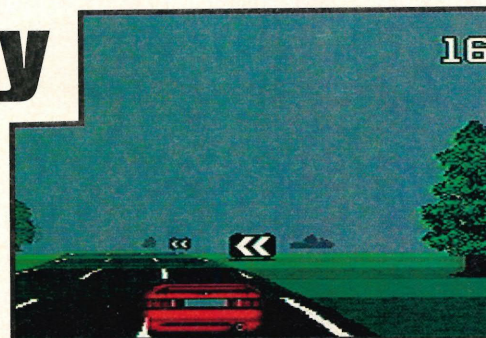
#### CODE

NO CODE  
B5A48352  
E54C67AA  
D5F4AB62  
95B48B42  
85A4834A  
85B48B42  
F54C6FAA  
C57C77B2  
D564A762  
A5149F5A

In the GALLIMIMUS paddock, find the oil drum and push it off the cliff before

taking on the mighty king. But you must save one of your flares to lob into the pit of spilt oil from the drum to create a burning barrier to help you escape.

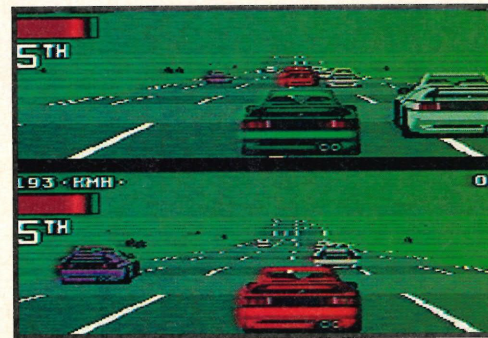
**HOT TIP!**



### LOTUS TURBO CHALLENGE 2

1. Enter 'DUX' as a password to gain access to a dinky little copy of the ancient arcade duck-blasting classic *Carnival* game.
  2. Enter 'TURPENTINE' as a password for the clock to stick on 10, giving you infinite time.
  3. Enter 'DEESIDE' as a password to automatically qualify when the time is up.
  4. Remove the audio lead from the 'L AUDIO' hole and boot Lotus 2 as usual. Listen carefully to the music played on the title screen. You should be able to make out a whisper... 'DO NOT COPY THIS GAME!'
- Some passwords:

- |                    |           |
|--------------------|-----------|
| 2. Night course    | TWILIGHT  |
| 3. Fog course      | PEA SOUP  |
| 4. Snow course     | THE SKIDS |
| 5. Desert course   | PEACHES   |
| 6. Motorway course | LIVERPOOL |
| 7. Marsh course    | BAGLEY    |
| 8. Storm course    | E BOW     |



### LOTUS 3

Level codes, easy:

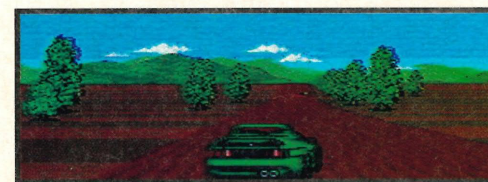
1. PWRWUWHNM-30
2. XMQIYSKAS-80
3. UVQSNPBCM-70
4. CWVBQPCAV-50
5. SFXUXXXXP-60
6. HSYWYSKGC-50
7. IVVEMMKOZ-50

Level codes, medium:

1. ANNSMWLPN-60
2. VSVDOPHCY-50
3. RTLMYLKHB-60
4. ERRURV—60
5. NSSSXXXS-60
6. WSVUQPCSJ-70
7. OUNDEFACG-99
8. GXWDYPACV-68
9. BZ-ZF-BAT-90
10. LWNJWKACN-90

Level codes, hard:

1. IYVVNVEQR-35
2. KAZZNIKAI-45
3. FGQLJGDAF-65
4. MFFSRPYDU-60
5. PLQTZQDPE-80
6. ZKZGKJKKK-50
7. TGGJGGTTT-63
8. AFZYBQCJT-70
9. JBOUKJHKA-99
10. DASICOTET-80
11. XDNVSEECE-85
12. QDSCJVEBT-75
13. SKGYXXXXX-57
14. YKGJWVNAK-92
15. WJMEGMEQH-60



LINGLONG' and Lee and Ralph's red noses will turn bright green. Now when the game starts just press return to skip levels. Tab will top up Lee's sleep bar, and give you nine attempts and light up the word COMIC. Finally, pressing M will give you a full map of the level. This cheat comes from the song Jesus Built My Hotrod by Ministry, in case you're wondering...

### CRYSTAL KINGDOM DIZZY

Level Codes:

- Part Two — G5J 73Q 8HK  
Part Four — 83J 5G6 2KF

### SENSIBLE SOCCER

1. To recreate the 1966 World Cup between England and West Germany simply load up Custom Teams and select a friendly match. The game will continue, but everything will be in black and white.

### BLACK CRYPT

1. Make several copies of the game disk, remembering to delete the 'Copy of' part of the disk's new name. Load the game, and get to a staircase, which is where the game loads.

Drop all your items into a big pile at the top of the staircase, and then save the game. Now reload with your other game disk, and do the same, but at the bottom of the staircase. Now, take out the disk with the goods at the bottom of the staircase, and put in the one with the goods at the top of the staircase. Go up the stairs, and you will be confronted with your big pile of goodies. Pick these all up, swap the disks, then venture downstairs, where you will find the other big pile of treasure. Pick this all up. You

can thus swap the disks round as much as you like, making it possible for you to pick up the treasure again and again and again.

2. On level 7 (or is it 9?) there's a bit where you have to fight one of those pink monsters without the use of magic. Open the door into his lair, then go as far right as you can. Go to the middle where there's a one way wall. Go through it, and quickly into the alcove. Pick up an item, then step back. Make it to the secret button near the pillar you



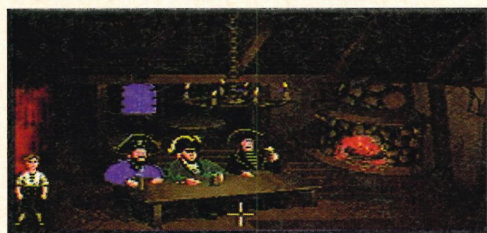


A tale of pirates, treasure and vicious piranha dogs. It looks like you're going to need a hand getting through this excellent re-release game. You can read a complete review over on page 30 this issue — it got 88% — and use this special players' guide if you get stuck. Thanks to Jonathan Bell for sending in this solution — please write in John and tell us what free game you'd like.

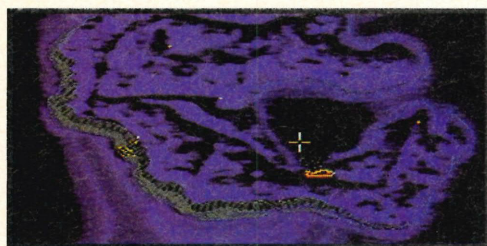


# THE SECRET OF MONKEY ISLAND

## PART ONE — THE THREE TRIALS

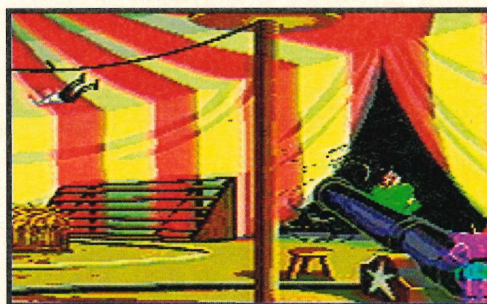


After talking with the pirate leaders, open the door to the kitchen: the cook won't let you in and will shut the door. Wait until he comes out and out of sight then go in. Pick up the hunk of meat and the pot (under the table) and open the far door. Walk to the plank right at the edge and nearest you, keep pressing 'walk to' on it and the plank will flip up, making the bird fly away. Keep doing this until it's safe to pick the fish up, then leave the Scumm bar.



Walk back to the cliff side and then the path (overhead map of island). Walk to the clearing and to the circus tent, then talk to the Fettucini brothers. Ask how many they will pay you and then say OK. Use the pot

and the stunt will start when you talk again — ask where your helmet is and you'll automatically leave with your money.



Go back to the town and talk with the citizen of Melee (on the corner after the archway near the Scumm bar) and say you once knew a barber called Dominique. After he asks you if you want a map say 'Yes, it will make a swell gift.' After you have the map, open and walk to the door to the left of the Citizen of Melee and look at the chicken on the chest. Pick it up and leave. Go through the archway with a clock above it and open the door to the shop (the first one, or the one to the right of the church) and walk in. Pick up the sword and shovel and talk to the storekeeper. Tell him you want both and then ask him who you can try the sword on and he'll leave — follow him to find the Sword Master's house.

After ear-wiggling the conversation, go back to the map and visit the house on the right. Near the middle you'll stop at the bridge, so give the troll the fish and you'll be able to cross. Once at the house open the door — a man will come out. Tell him you

want to be better than the Sword Master and he will say you haven't got what it takes. Keep saying you have and that you have got 30 pieces of eight and he'll begin the training.



After the training go to the 'Y' junction to the left of the fork and just wait for a pirate to come along, say to him 'Prepare to die' and the fighting will begin. Keep doing this until you've got 20 (or thereabout) replies, then go to the Sword Master's house and use these replies on the insults:

1. "You are a pain in the backside, sir!" = Your haemorrhoids are flaring up again, eh?
2. "Only once have I met such a coward" = He must have taught you everything you know.
3. "There are no special moves which can help you now." = Yes there are. You just never learned them.
4. "I hope you have a boat ready for a quick escape!" = Why, did you want to borrow one?
5. "Now I know what filth and stupidity really are." = I'm glad to hear you attended your family reunion.
6. "I will milk every drop of blood from your body!" = How appropriate: you fight like a cow.

went to earlier, press it then escape. Leave his lair, and rest if you need to. Repeat this until you have all the items. You must be very fast, or you will find yourself trapped. It will probably take you several times to perfect it, so save your game before attempting it. It saves you having to fight the monster: he is fairly difficult to beat.

### CAPTIVE

1. Make full use of the fact that you can kill your enemies just by repeatedly opening and closing

doors on them.

2. Whenever you teleport to a site occupied by a baddy, you kill him.

3. When you land go and pick up the messages from Ratt, on Butre, then return to the Swan, and then land again. There will be another message from Ratt, pick that up as well. Repeat this process eighty eight times and put all the messages in the backpacks. When these are full, carry them in the hands and one on the cursor, then enter into the base and find a shop. You can then sell the messages and get

loads of money. This should get you 18,666 credits.

### CHUCK ROCK

When the band are playing on the title section, type the following (including spaces):

'ESTRANO' Fly mode (left shift toggles on/off)  
'MORTIMER' Zone select (use function keys)  
'TURN FRAME LEE' or 'TURN FRAME' Level select (use function keys)  
'FAST AINT THE WORD' Infinite energy  
'UNCLE SAM'S' Infinite lives

### 'LIFE IS MY DREAM'

Infinite energy  
'SHE LOVES CLEANING WINDOWS' Infinite energy  
'ITS FAIRY BOWBELZ' Infinite energy  
Press escape twice before typing in these cheats to activate them. They may have to be typed during play.

### CHUCKIE EGG 2

Enter 'ENABLE—F2' into the high score board to get infinite lives. Note the two minus signs before the 'F2'. Now, during play or on the title screen, hold down



7. "I've a long sharp lesson for you to learn today." = And I've got a little TIP for you — get the POINT?

8. "I usually see people like you passed out on tavern floors." = EVEN before they smell your breath?

9. "If your brother's like you best to marry a pig!" = You make me think someone already did.

10. I've the courage and skills of a Master Swordsman." = I'd be in real trouble if you ever used them.

11. "No one will catch ME fighting as badly as you do" = You run THAT fast?

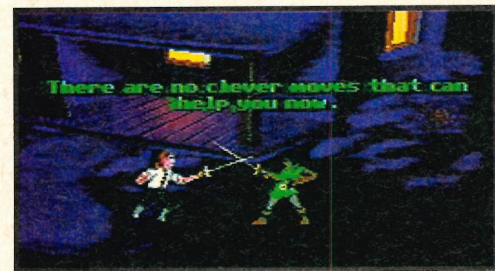
12. "Every word you say to me is stupid." = I wanted to make sure you felt comfortable with me.

13. "My tongue is sharper than any sword!" = First you better stop waving it like a feather duster.

14. "My name is feared in every dirty corner of this island." = So you got that job as janitor after all.

15. "My last fight ended up with my hands covered in blood." = I hope you've learned to stop picking your nose!

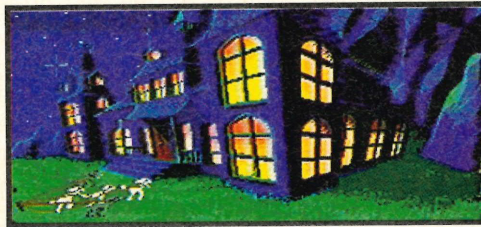
16. My sword is famous all over the Caribbean." = Too bad no-one's ever heard of you.



After you beat her and you get the 100% Cotton T-shirt your next task is to get the treasure, follow these directions to find it:

Left path (pick up the yellow flower on the next screen), north right path, walk right, walk right, bottom right path, bottom right path, top right path, walk left, north path, walk left, north path, north path, bottom right path, bottom left path, north middle path (to the left of the bridge).

Once on the screen with a lot of red flowers on it, walk right and use the shovel with the 'X'. Once you have the T-Shirt walk to the forest path and back to the town. Walk to the shop and to the alley where a 'psstst' is coming from. Talk with the Sheriff and exit. Walk left through the archway and up to the Governor's mansion.



Use the yellow petal on the meat then give it the poisonous piranha poodles. Once they are asleep open the door then open the door on the left and walk in (the one next to the vase). Sheriff Shinetop will arrive and enter the room you went in. A fight will start and eventually you will come out wishing you had a file.

Go back to the town and into the jail, talk to the prisoner and then go to the shop, ask for some breath mints and then go give them to the prisoner and also the gopher repellent, he will then give you a carrot cake, open it to find a file. Exit and go back to the Governor's Mansion, walk to the gaping hold and the fight will start again. When you talk with the Sheriff say anything and the Governor will appear.



Once she has finished go to the far door and open it to try to leave, but the Sheriff will be there and will take you down to the pier and push you in. Once in the water pick up the idol and you will automatically leave, tell the lookout that you will get a ship and go rescue her, then leave to the right.

Enter the Scumm bar and pick up all the mugs, talk to the Cook then go into the kitchen. Use one of the mugs then leave the Scumm bar, now you must go to the jail (when a mug turns into a melting mug use it on a different mug, keep doing this till you get to the jail). Once there use the mug a

grog/melting mug on the lock then you'll have released the prisoner. Walk to the Sword Master and tell her 'The Governor's been KIDNAPPED' for her to be on your crew. Walk to the house in the top right-hand corner and use the rubber chicken on the cable, then open the door and walk in. Say you're getting a crew and ship to go rescue the Governor and when he gives you a task to do, open the cage and 'tickle' the murderous winged devil, then leave. Use the rubber chicken on the cable again then go to the path.



Go to the place called 'lights' and say to Stan that you've not much money to spend and that you were thinking you could get one on credit. You won't be able to, so leave and go back to the town. Go to the store/shop and ask the storekeeper for a note of credit (say you've got a job), and he'll go and get one from the safe (watch the movements of the handle and write them down somewhere). Whatever job you say you've got he'll say you're lying and put the note back. Say you're looking for the Sword Master and he'll leave. Walk to the safe and push + clockwise, and pull = anticlockwise, and using what you wrote down open the safe to get the note. Go back to the lights (on the map). Tell Stan you got a note of credit and business will start — ask for the cheap one. Ask for extras and say you can live without each one until the first one appears again, then say enough (to bring down he cost). Ask how much it's worth then say forget it and go, when Stan calls you back say OK and ask how much it's worth now — he'll say 6300 so make him an offer of 5000 and after a while he'll say yes, so leave and go to the town to finish.

F2, and push the joystick in the direction of a room to skip to that level.

## CJ'S ELEPHANT ANTICS

On the title screen type 'ITCHY ARSEHOLES' for infinite energy. However, it might be 'SELOHESRA YHCTI' that you have to enter, which is the reverse of the previous. Try both.

## CRUISE FOR A CORPSE

If you're stuck, go to the Mermaid Figurehead at the rear of the ship

and examine her to get a secret code. Here is what they mean:

### Code Action Required

- 1a Find note in Niklo's Study
- 1b Show note to Barman
- 1c Examine suitcase in Fabiani's cabin
- 1e Interview Fabiani in Dining Room
- 2a Talk to Suzanne
- 3a Interview Julio in Daphne's cabin
- 4a Talk to Logan in Smoking Room
- 3b Talk to Suzanne in Bar
- 4b Find paper in Smoking Room

- 1d Interview Tom in his room
- 4c Get key from rug in your own cabin
- 4d Open Desk in Study and examine the clasp on Jewellery
- 5a Read note on desk
- 4e Get invitation from drawer in Dining Room
- 4f Walk to the Port side to find Tom and Rebecca
- 6a Find the necklace inside the bathrobe in the Laundry
- 8a Interview Dick Schmuck beside the Mermaid
- 6b Interview Tom in Smoking Room
- 6c Search Suzanne's Cosmetic

- case in her cabin
  - 10a Get drink from bar and go to top deck
  - 10b Give drink to Suzanne
  - 10c Interview Suzanne
  - 8b Interview Fabiani in his cabin
  - 8c Look through porthole into Tom's cabin
- In between these actions you should walk around the ship. Simply jumping between locations using the map will not suffice. Make sure you examine the clasp on the bracelet or some of the game's options will stop working (the Inventory command fails).



## PART TWO — THE JOURNEY

**W**hen you appear in the room pick up the feather pen and ink then exit. Walk to the rope ladder and pick up the Jolly Roger, then walk back to ship deck.

Walk down the hatch and down the next hatch and open the kegs on the left for some gunpowder then open the chest in the



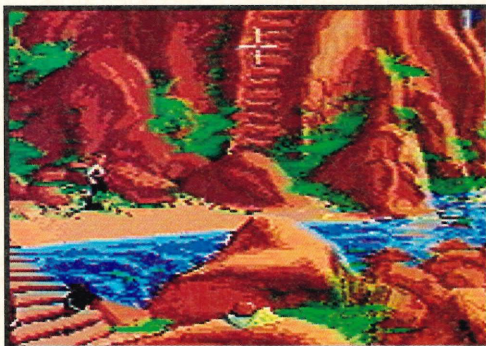
bottom right-hand corner. Look at it to get the fine wine, pick up the rope and exit hatch. Go down the ladder to the kitchen and pick up the pot, open the cupboard then open the cereal to get the prize — look at it and leave. Go back to the room you started in and use the key (prize) in the cupboard. Pick up the chest and open it, look at it then get the cinnamon stick and a piece of paper. Walk back to the kitchen and use the cooking pot with: the piece of paper, the rubber chicken, the breath mints, ink, jolly roger, flag, fine wine, cereal, cinnamon sticks and the gunpowder, the pot will explode and you'll collapse.



When you wake, use the feather pen on the red hot fire then go to the hatch for some more gunpowder. Use the rope on the cannon and the gunpowder in the nozzle, walk to the edge of deck and use the pot.

## PART THREE — UNDER MONKEY ISLAND

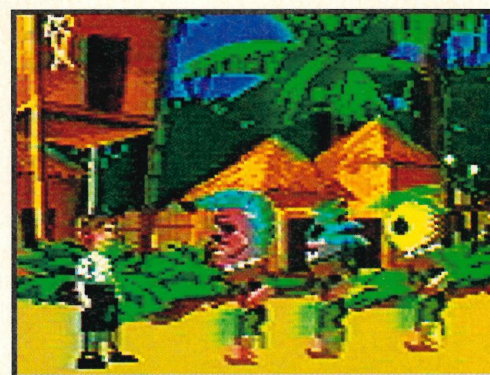
**A**fter Herman (castaway) goes away, pick up the banana then leave to the jungle. Walk north and to the river fork and then to the footholds. Pull the primitive art twice then go up to the next set of foothold and push the rock. If it doesn't hit the banana tree, pick up the 'heap rocks' and re-position the primitive art — keep doing this sequence 'till you've hit both, then go back to the dam and pick up the noteworthy rock and the memo — before leaving, look at the rock to discover it's a piece of flint.



Walk to the fort to the west and push the cannon. Pick up the spy glass, the gunpowder, the cannonball and the rope. Herman appears — tell him you saw a monkey leave and it could have done it. Walk back to the dam (river fork) and use the gunpowder on the dam and the cannonball on the flint — the dam will burst and the map will appear. Walk to the now-filled pond and pick up the rope then leave.



Go to the place called 'crack' (near the beach you started on) and use the ropes on the sturdy branch and stump before picking up the oars. Walk back to the jungle and back to the beach you started on. Pick up the bananas and use the oars on the boat. Now go NE, NW, and then to the beach. Walk to the jungle and to the village, keep walking left. Pick up the bananas and then try to leave, the natives will stop you and will lock you up.



Pick up the memo, the skull and the loose board and walk to the hole to escape. Run back to your starting beach and then the jungle. Walk to the monkey (grey dot) and feed him all your bananas. When they're all gone, look at him and he should be happy.

Walk to the jungle and to the clearing as far right as you can go at about the centre level in the island. Walk to the totem poles and pull the totem pole on the left's nose — the door will open, walk to it and it will shut. Once your monkey opens it go in and pick up the wimpy idol, then go back to your boat and the native village. Give the natives the idol then leave. As soon as you leave go back in again and tell them you're looking for someone not human and give them the leaflet in exchange for the head.

## DALEK ATTACK

1. During play type in 'ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS' to become invincible. You can still be fatally wounded if you leap off high platforms though. If the cheat doesn't work then change the two names around or type 'JAMES BOND' instead of 'ROGER MOORE'.

2. Type one of the following while playing to skip levels:

From London to Paris: 'DAY OF RECKONING'

From Paris to New York: 'THE SLYTHER'

From New York to Tokyo: 'TRICOLOUR COFFEE SHOP'

From Tokyo to Skaro: 'D5 GAMMA Z ALPHA'

## DEFENDER OF THE CROWN

1. When asked to insert disk two, hold down K, insert the disk, but don't let go of K until the game is FULLY loaded. Now examine the "BUILD ARMY" option and you will find you have 2048 knights at your disposal.

2. After conquering a territory, hold down HJKL at the same time,

while the drive is still running. If you do it correctly, you'll have 1024 knights both in your home and in your army.

3. After first picking the knight, when Robin Hood appears, type 'PATTERSON' over and over again until the map of England appears. Don't press the return key, and try the cheat again if it doesn't work the first time.

## F29 RETALIATOR

1. On the enrolment screen enter your name as 'CIARAN' and press return, then load up the pilots

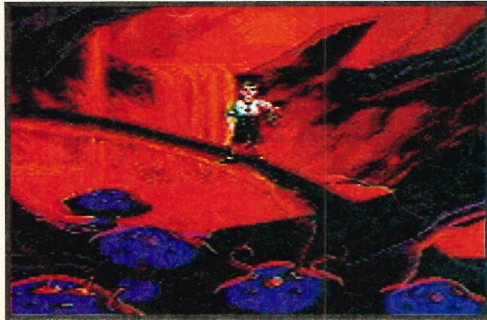
log. Your name should now read 'OCEAN OK'. When you fly a mission you will now have infinite cannons and missiles.

2. When asked to enter your name on the enrolment screen, type 'THE DIDY MEN', then click on the Colonel icon and press return. Choose a battle area as normal and select battle control. Accept a mission (without choosing one), then select a mission. Now start the game and play normally. When you come to land, simply press enter (on the numerical keypad) and the plane will land by itself.





Go to the house at the end and enter (the one you escaped from) and pick up the banana picker. Leave and exit the village, but near the exit will be Herman, so give him the banana picker and he will give you the key. Go back to your boat and go back to the monkey head. Use the key in right ear then walk into its mouth.



Use the head of navigator and follow its nose to get to the ship. Before you go on, talk to the navigator and keep begging it for the necklace, then use it and board the ship.



Walk left and open the door, use the magnetic compass on the key then leave and go down the hatch. Go past the man in bed and pick up the ghost feather. Go back to the sleeping man and use the feather on his foot twice and then pick up the grog. Walk back to the animal screen and use the key with the hatch to open it. Once in the hatch, use the grog with the bowl then pick up the cooking

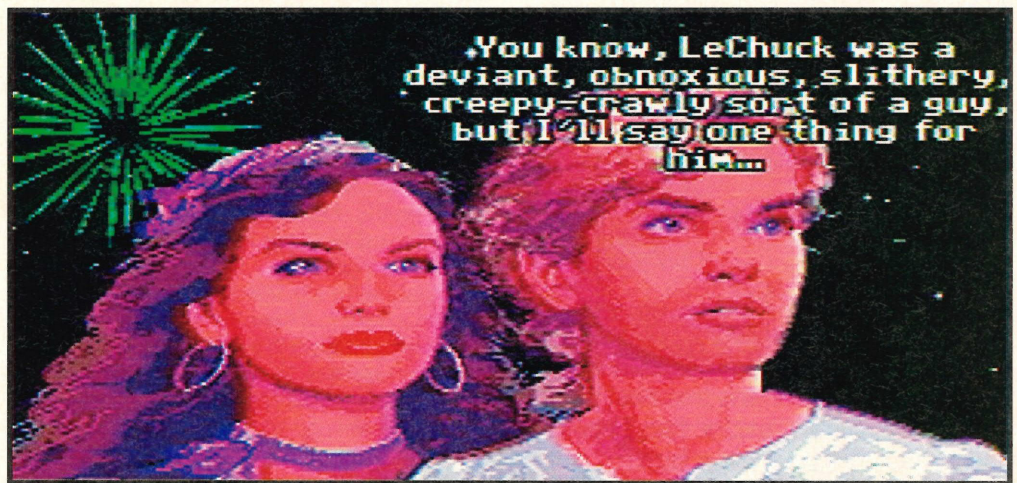
grease. Go back to the screen with the dancing men and use the grease with the squeaky door then open it and walk in. Pick up the ghost tools and go back to the animal screen — use the tools with the crate. Look at it to get the root, leave, and you'll end up in the native village. After getting the root leave and you'll end up in hell with a ghost. Tell him you'll spray him and he'll tell you he knows where everyone else is. Ask him where and ask other questions 'till Herman comes, tell him 'hey' to leave Monkey Island and go to Melee Island.

## LAST PART — GUYBRUSH KICKS BUTT!

**W**hen you appear say you're offering this knew mouthwash to the spectre and he will get zapped, then walk right to the dock. Keep walking right and use the seltzer bottle with the next ghost and walk through the archway.



Open the church door and walk in, say anything to Le Chuck and he will punch you. When you land in the 'Used Ship Emporium' pick up the root beer and use it on Le Chuck. Now enjoy the ending.



3. When you get killed on a mission, instead of restarting the game wait until the 'Service Terminated' screen appears and reset your computer. Reload the game and your pilot should be intact.

4. Set up your mission as normal but don't enter the weapons selection screen. Now when you start your mission you will have unlimited Thunderbolt missiles.

## FANTASY WORLD DIZZY

Enter 'IMMORTAL' on the high

score board for infinite lives or invulnerability.

## FIENDISH FREDDY'S BIG TOP 'O' FUN

On the High Diving, keep autofire on all the way down. Push in the direction you want and Fiendish Freddy won't bother you.

## GAUNTLET 2

1a. There are two versions of the following cheat, both the same but different (!). While playing, find a treasure chest and make sure you have a key. Hold down insert (or delete) when you open

the chest. Release insert (or delete), and hold the joystick down. Now the help key will give you 5000 health points.

1b. When you open a treasure chest, hold down the help key. When you open a second chest, hold down the insert key — and a golden cross will appear. Collect this and you'll find your health points rise to about 50,000, and you'll also have super shots for the remainder of that level.

2. To avoid tricky levels, pause the game and wait for three minutes. Press fire and all the walls turn to exits. This happens

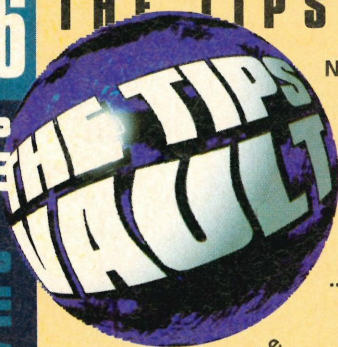
anyway, but if you pause the game you don't lose energy, and will not get attacked while waiting.

3. To get into the secret room, clear the dungeon completely, picking up the super shots last, then go to the exit without pressing fire.

## GODS

1. On level two, buy a shield and magic potion, then get three fireballs and three stars. Spend the rest of your money on food and health. Collect all the gems in the



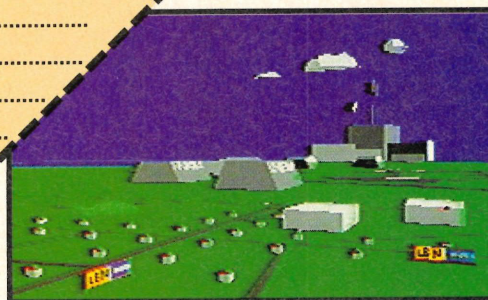


Name .....

Address .....

Postcode .....

Telephone no. ....



tonnes of payload. This will help you to make profit more quickly.

**6** Switch off space dust and background stars from the options menu. This will make enemy ships easier to see. You can also switch the labelling on, ships will appear as their registration numbers.

**7** As soon as you are attacked, PAUSE using the time control icons. This freezes the enemy ship, but allows you to operate most of your controls. Whilst the game is paused, go to external view and use the cursors to move the view until the enemy ship is on screen. Target the ship with the mouse cursor. If you have a radar mapper, use it to find out how heavily armed the ship is and whether there's any bounty for it. Target

missiles if you want. Turn on the autopilot, so that your ship will continually track the enemy. When you are happy that you've done as much as you need to, unpause the game. The autopilot should bring the enemy into your sights, all you need to concentrate on is firing your lasers or missiles.

**8** The standard laser is pathetic. Upgrade to a better one at the first opportunity. Remember that a 5MW laser takes up as much space as a one MW laser and two missiles, but is much more useful.

**9** Don't take extra fuel to refuel on the way. Fuel is dirt cheap, but takes up one tonne of cargo space. Refuel whilst docked, even if your tank is not yet empty. The few credits wasted will be far outweighed by the extra profit you will make. Never take more fuel than you need. Beware: military hyperdrives produce radioactive waste, which is illegal in some systems. The fines are very heavy (I had to pay 2500 credits for accidentally taking radioactives into Sol).

**10** *Elite II* is difficult to start, with a very steep learning curve and a very unforgiving universe. Persevere: it does get easier. Save your position regularly. Once you've built up a decent bank balance, the choice of career is entirely up to you. You could be a pirate, smuggler, bounty hunter, trader, courier, mercenary, miner, explorer, even run your own airline.

**11** Or you could do what I do: build up an ass-kicking ship and simply wander the galaxy, enjoying the sights and doing

# FRONTIER: ELITE II

**1** Start carefully and quietly. Avoid confrontation with pirates or the police until you have more experience and a better armed ship. Better to gain profits through safe trading before you try to make a living as a pirate or bounty hunter.

**2** The recommended starting position on Ross offers at least two easy ways to make money: taking documents to Formalhaut or animal meat to Barnard's star. The other starting positions, especially the Elite classic of Lave, are much more difficult.

**3** The old Elite way to make money is still possible. Find two complementary systems and shuttle goods between them. For example, animal meat and robots between Ross and Barnard's star, or luxury goods and robots between Sol and Wolf. The aim is to buy export goods from one system and to sell them to systems which regard them as imports.

**4** The more cargo space you can free up, the more profit you can make. Managing without missiles saves two tonnes of space. If you can avoid landing on planets, the atmospheric shielding can also be removed, saving another tonne and also freeing some cash to buy goods.

**5** Upgrade to a better ship as soon as you can afford it. There is little point in upgrading straight from your Eagle Mk I to a huge transporter. You will get to the bigger ships sooner if you upgrade continually. You can part exchange to an Eagle Mk II for about 10,000 credits, which will give an extra two

Dear Amiga Force  
I would like you  
to search through The  
Tips Vault for anything on the  
following games...

1. ....  
2. ....  
3. ....

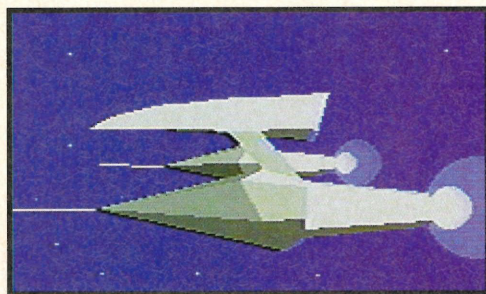
Following  
on from last  
month's guide  
to this  
intergalactic  
extravaganza we have  
these tips sent in by  
Thomas Smith of Kent.

**1** When you die, select position from disk two then select a station.

When loaded, you'll be outside of the Lave station with the same amount of money as you had when you died.

**2** When choosing a place you want to hyperspace to, go out of range. As you move along you will eventually come to a system where you can jump to even though it is above your range (I tried this when I was in the Imperial system in a ship with over 35 tons of fuel, I then jumped 300,000 light years to an undiscovered system).

**3** One way of making money is to find a station with a escape pod for sale. Downgrade your ship and then buy the pod, launch your ship and then eject when you get back to the station — you will have an eagle ship. Do this as many times as you like to build up lots of credits.



Ian Reeve from London has also sent in a good supply of Frontier tips to help an weary space traders out there.

usual manner, then get a key and make for the exit. When you descend the last ladder, two thieves will appear. Make sure that you don't have enough energy to survive direct contact. Before going down the ladder, release your magic potion, then climb down and open the door. Stand in front of the door ready to leave, but don't push up. Wait until the thieves jump down and as soon as they touch you, push the joystick up. You may lose that life, but the bonus will start to increase, until the game starts again on world two with 28 extra men and about

five million points.

**2.** Select the enter password option and type in 'SORCERY' for infinite energy. If it does not work, try it on the main screen or whilst playing. What you may find, however, is that it only works on a few very rare 'Alchemy' versions of the game.

## HORROR ZOMBIES FROM THE CRYPT

**1.** Type "CHEATMODE" during play, then F10 skips levels.

**2.** Type or hold down 'M,' or 'M.' during play for infinite lives.

**3.** Type 'BOGEYMAN' as a level code for infinite lives.

**4.** Type 'BOGEY EATER' for a level code for infinite lives.

**5.** Type 'IMMORTAL' as a level code for infinite lives.

**6.** Type 'CUSTODES' for a level code for infinite lives.

## JAGUAR XJ220

**1.** When you're told to start your engine, press fire. Then when the starter says 'Go', press P to pause the game and then P again to restart it. You'll finish the race instantly with the fastest lap time.

**2.** To get a bit of extra speed on the racetrack, you need to do a bit of work on the music selection screen. Press the mode button on

the CD player, and then click on the right side of the scan button. Finally click on the eject button. You should now find that the whole game runs a lot faster, enabling you to laps in a much shorter time than you previously could.

**3.** On the soundtrack screen, select Sound Effects and then Mode. Then tune to radio 65.4 (the station that sounds like the A-Team). Although your speedo will stay the same, you should be able to drive faster.

## JAMES POND

**1.** On the first level, free all the lobsters then go to your



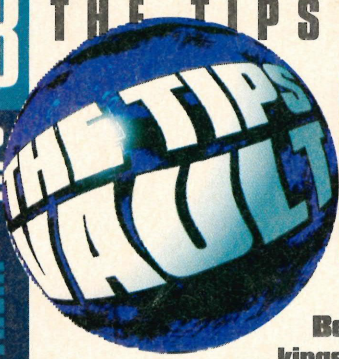
# Mortal Combat for Real!

**Call the Laser Quest linkline now  
for your nearest Laser Quest  
arena on 0800 543210.**

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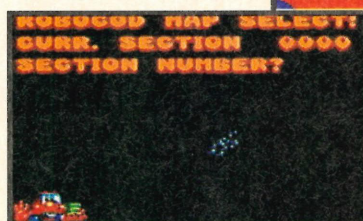






# EXCELLENT GAMES

Beau Jolly, the compilation kings, have got a great new package out with some excellent games on it (pun not intended!). You can read the review over on page 50 or try these tips out for size...



## James Pond: Codename Robocod

**1** When you start the game, on the first roof you come to, above a sign saying 'Arctic Toys' you'll find five objects, which are, from left to right: an apple, an Earth globe, a cake, a hammer and a tap. The first letters of each of these added together (AECHT) is an anagram of the word CHEAT. Pick up the objects in the correct order (Cake, Hammer, Earth globe, Apple and Tap) to receive an invincibility shield lasting 10 minutes. When the cheat is activated, flashing fish form around Robocod, and the music speeds up. Also, if now you go straight into the first room, and then exit immediately you will find that all of the castle doors have been unlocked, allowing you to access any level.

**2** On the sports equipment level, after the second spike are five objects in a row, which in order are: some lips, a violin, an Earth globe, an ice-cream and a snowman. The first letter of each of these added together spells out LVEIS, which is an anagram of the word LIVES. Collect these in the correct order (Lips, Ice cream, Violin, Earth and Snowman) for infinite lives.

**3** At some point of the game (we don't know where), there are five objects that spell out the word POWER. Collect them in

the following order: Penguin, Oil, Wine, Earth and Racquet.

**4** Type in 'THE LITTLE MERMAID' during play (the border flashes when activated) for infinite lives. You can use these cheat keys:

Return.....Infinite shield(toggles)

F6 .....50 Hz

F6/F7 .....50/60 Hz\*\*

K .....Suicide

P .....Plane\*

F .....Wings\*

B .....Bath tub\*

X .....Level Exit

C .....Car\*

M .....Map select

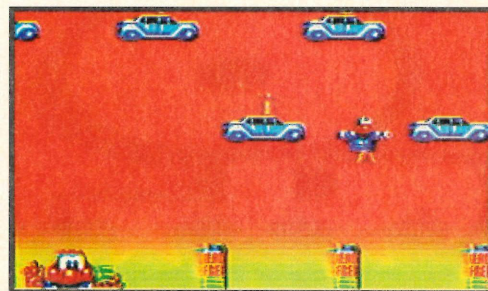
S .....Saves your current position in memory

G .....Level Start

F9/F10Toggle timing colours

\* Only one of these can be used on each individual level.

\*\* If you have a Big or Super Agnus



01 Level 1-1

02 Level 1-2

03 Level 1-3

04 Bonus Level 1

05 Level 6-1

06 Bonus Level 2

07 Bonus Level 3

08 Level 6-2

09 Level 6-3

10 Level 1 & 2 Boss

11 Level 5 & 6 Boss

12 Level 7 & 8 Boss

13 Level 3-1

14 Bonus Level 4

15 Level 3-2

16 Bonus Level 5

17 Level 3-3

18 Level 3-4

19 Bonus Level 6

20 Level 4-1

21 Level 4-2

22 Bonus Level 7

23 Bonus Level 8

24 Level 4-3

25 Level 7-1

26 Level 7-2

27 Level 7-3

28 Level 7-4

29 Level 7-5

30 Level 5-1

31 Level 5-2

32 Level 5-3

33 Level 5-4

34 Level 5-5

35 Level 5-6

36 Bonus Level 9

37 Level 5-1

38 Bonus Level 10

39 Level 8

40 Bonus Level 11

41 Level 9-1

42 Bonus Level 12

43 Bonus Level 13

44 Bonus Level 14

45 Bonus Level 15

46 Bonus Level 16

47 Bonus Level 17

48 Hard Level!

49 Level 9-2

50 End animation

entrance pipe. Just to the left there is a green sticking up rock, go over to it and pull yourself down and you'll find yourself on level six.

**2.** Type 'JUNKYARD' or 'MR2' during play (or on the title screen, then start the game and hit return) and press return. Now return toggles cheat mode on/off (you will be protected by a floating fairy, meaning you are invincible) and D removes inter level locks. Also, the bottom row of keys on the main keypad now skip through the levels (that's Z,

X, C, V, B, N, M, and the comma, full stop, and divide sign). Pressing 6 on the numeric keypad should skip levels.

### JIMMY WHITE'S WHIRLWIND SNOOKER

**1.** Enter Trick Shot Mode. At any time on the table press the F7 key followed by the F4 key and finally the F1 key. A double click sound will be heard. Return to the Control Menu and access the Demo Mode Menu — there should be a third option — 'DO A RANDOM 147 BREAK'. Select it, sit back and watch the computer

perform 147 breaks all day.

**2.** On a one-player game, making a foul means the computer will take a shot instead of letting you take yours. To overcome this, when you are told you have fouled, press both mouse buttons together until you are given a shot.

**3.** After all the reds have gone you can choose which colour is potted next by pressing: 2 for yellow, 3 for green, 4 for brown, 5 for blue, 6 for pink, and 7 for black.

### LEISURE SUIT LARRY

**1.** Press the ALT key and X to get past the proof of age questions.

**2.** Look at the cheat for all the Sierra games.

### LEISURE SUIT LARRY 2

**1.** You can go to any location in the game by hitting ALT-D and entering (TP). You are asked for a location number, so try 008-045.

**2.** Take the ticket to the students and cheat.

**3.** Look at the cheat for all the Sierra games.

### MAGICLAND DIZZY

During play, press P to pause the



**5** Here are the locations of the secret rooms:  
**a.** There are two hidden worlds behind the main tower: another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor — avoiding the doors — then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room. But who is Katie?

**b.** Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!

**c.** Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.

**d.** Do as above after the sweets level, but go to the left of the castle. Go on the snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down.

**e.** On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

**f.** Complete a level that doesn't feature a guardian and you'll always find something new when you return to the castle selection screen. In one case you'll find a whole sequence of lifts and things (see above) that lead to a door that you can't normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.

**6** It is possible to finish *Robocod* by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.

## Populous II

- 1** Type in 'MUSIC' as a special code. Now you should get some rather ropy music.
- 2** Try clicking on the writing which goes round the game area for different effects.
- 3** Once you've activated the lightning, hold down the left mouse button and key 1.
- Release the mouse button, but keep 1 depressed. Your lightning will continue, but you'll lose no manna.
- 4** Type in 'I'ADTHVCMZMNOSIT', 'I'ADTHVCMZMNOSIF', 'FJECVTSUNTGVJVAZV', 'ADKITAKDVGLRGWZ', 'ADKIUCMCZNDIFINL' or

0. DOEGAC	67. ACUPAD	134. OOAFAF	201. AMJIAG	268. UBMMAT	335. LELEAB	402. TUWOAC	469. ITLDAD	536. VEBIAF
1. AAWOAK	68. OMTTHAF	135. AGPIAT	202. UMQU	269. HEAMAC	336. QUOMOAD	403. NEUXAK	470. MMRERAG	537. TIUNAT
2. LONEAG	69. AKER	136. OPUMAB	203. EMACAD	270. UGIMAK	337. ETNGAF	404. NGMEAT	471. SIOW	538. UXLILAB
3. ACMEAB	70. ODOMAC	137. AMLLAD	204. UBIFAT	271. LEUGAG	338. TUAF	405. ITSOAB	472. YEMNAC	539. IMPEAK
4. AKUJAD	71. AGMNAK	138. UMLEAG	205. HEOPAT	272. QULD	339. NETIAC	406. MMSUAD	473. TIALAF	540. DDLOAG
5. OOAD	72. OPAMAT	139. EMLO	206. UGUXAB	273. ETNEAD	340. NGUNAK	407. SIADAG	474. UXINAT	541. WICC
6. OAC	73. AMINAB	140. UBNAG	207. LEHEAK	274. TUOWAF	341. ITGHAG	408. VEII	475. IMUHAB	542. GHAGAD
7. AGIAC	74. UMUGAD	141. HEAGAF	208. QUSOAG	275. NEVEAT	342. MMPEAB	409. TIUXAC	476. DDAABK	543. SOISAF
8. OPOPAK	75. EMAAG	142. UGTIAT	209. ETTU	276. NGALAC	343. SIHOAD	410. UXLYAK	477. WIEGAG	544. LDUBAT
9. AMLYAG	76. UBN	143. LEUBAB	210. TUADAD	277. TWIAC	344. VECCAF	411. IMFEAT	478. GHOO	545. MOTHAB
10. UMHEAB	77. HEOOAC	144. QUOHAD	211. NESIAC	278. MMUHAG	345. TIAT	412. DDDOAB	479. SONEAC	546. ABERAK
11. EMDQAD	78. UGVEAK	145. ETETAG	212. NGUXAT	279. SIABAB	346. UXISAC	413. WITTAD	480. LDEMAF	547. HOOMAG
12. UTUJAF	79. LEEMAT	146. TUHO	213. ITDDAB	280. VEEGAD	347. IMUPAK	414. GHAKAG	481. MOJAT	548. ADMN
13. HEAK	80. QUWIAB	147. NEMNAC	214. MMFEAK	281. TUWOAF	348. DDTHAG	415. Sopi	482. ABSUAB	549. OWAMAD
14. UGSIAC	81. ETQUAD	148. NGATAF	215. SIOAG	282. UXNEAT	349. WIERAB	416. LDUMAC	483. HOACAK	550. AFINAF
15. LEUMAK	82. TUABAG	149. ITIMAT	216. VETT	283. IMMEAC	350. GHOMAD	417. MOLLAK	484. ADIAG	551. WOUGAT
16. QUDDAG	83. NEIT	150. MMUPAB	217. TIAFAD	284. DDJIAK	351. SOMNAP	418. ABPEAT	485. OWOP	552. ATAAAC
17. ETELEAB	84. NGWOAC	151. SILDAD	218. UXPIAF	285. WISUAG	352. LDAM	419. HOLOAB	486. AFYAC	553. UXNEAK
18. TUMOAD	85. ITUXAK	152. VEERAG	219. IMUNAT	286. GHACAB	353. MOINAC	420. ADCCAG	487. WOHEAF	554. ALOOAG
19. NENGAF	86. MMMEAT	153. TIOW	220. DLLAB	287. SOIAD	354. ABUHAK	421. OWAGAG	488. ATODAT	555. UNVE
20. NGAF	87. SISOAB	154. UXMNAC	221. WIPKAC	288. LDOPAF	355. HOAAAT	422. AFIS	489. UXTUAB	556. MEEMAD
21. ITTAC	88. VESUAD	155. IMALAF	222. GHLOAC	289. MOLYAT	356. ADEGAB	423. WOUBAK	490. ALAKAK	557. UMIWAF
22. MMUNAK	89. TIADAG	156. DDINAT	223. SOCC	290. ABFEAC	357. OWOOAD	424. ATTHAK	491. UNSIAG	558. FEQUAT
23. SIGHAG	90. UXII	157. WIUHAB	224. LDAGAD	291. HODOAK	358. AFNEAF	425. UXETAT	492. MEUM	559. UHABAC
24. VEPAB	91. IMUXAC	158. GHAAAK	225. MOISAF	292. ADTTAG	359. WOEM	426. ALOMBAB	493. UPPDAC	560. PEITAK
25. TIHOAD	92. DDLYAK	159. SOGAG	226. ABUPAT	293. OWAKAB	360. ATJAC	427. MEAMAG	494. FELEAF	561. SUWAG
26. UXCCAF	93. WIFAT	160. LDOD	227. HOTHAB	294. AFPIAD	361. UXQUAK	428. MEAMAG	495. UHMOAT	562. ERUX
27. IMAT	94. GHDDO	161. MONEAC	228. ADERAK	295. WOUAF	362. ALACAT	429. UPMI	496. SUAFAB	563. ITTMEAD
28. DDISAC	95. SOTIAD	162. ABMEAF	229. OWOMAG	296. ATLLAT	363. UNITAB	430. FEUGAC	497. SUAFAB	564. EGSOAF
29. WIUPAK	96. LDARAG	163. HOIAT	230. AFMN	297. UZLEAC	364. MEOPAD	431. UHLDAK	498. ERTIAG	565. CCSUAT
30. GHTHAG	97. MOPI	164. ADSUAB	231. WOAMAD	298. ALLOAK	365. UPUXAF	432. PENEAT	499. TTUN	566. IADAC
31. SOERAB	98. ABUNAC	165. OWACAK	232. ATINAF	299. UNNAG	366. FEHE	433. SUOWAB	500. EGGHAC	567. MMIAK
32. LDOMAD	99. HOLLAK	166. AFHAG	233. UXUGAT	300. MEAGAB	367. UHSOAC	434. ERVEAD	501. CPEAF	568. PUAG
33. MOMNAP	100. ADPEAT	167. WOOP	234. ALAAC	301. UPTIAD	368. PETUAK	435. TIALAG	502. IHOAT	569. NELI
34. ABAL	101. OWLOAB	168. ATLYAC	235. UNNEAK	302. FEUBAF	369. SUADAT	436. EGWI	503. MMCCAB	570. IFSEAD
35. HOINAC	102. AFCCAD	169. UHHEAF	236. MEOOAG	303. UHGHTAT	370. ERSIAD	437. CCUAC	504. PIATAC	571. LYDOAF
36. ADUHAK	103. WOAGAG	170. ALDOAT	237. UPIV	304. PEETAC	371. TTUXAD	438. IAHAB	505. NEISAG	572. INTTAT
37. OWAAAT	104. ATIS	171. UNTUAB	238. FEEMAD	305. SUHOAK	372. EGDDAF	439. IMNEAT	506. ISUP	573. LLAKAC
38. AFEAB	105. UXUBAC	172. MEAKAK	239. UHWIAT	306. ERMMAK	373. CCFE	440. PIWOAB	507. LYTHAC	574. JIPIAK
39. WOODOAD	106. ALTHAK	173. UPSIAG	240. PEQUAT	307. TTATAB	374. IIMOAC	441. NENEAD	508. INERAF	575. THUMAG
40. ATNEAF	107. UNETAT	174. FEUM	241. SUABAC	308. EGIMAD	375. MNTTAK	442. ISMEAG	509. LOMAT	576. DOLL
41. UXEM	108. MEOMAB	175. UHDDAC	242. ERITAK	309. CCUPAF	376. PIATAF	443. LYI	510. JIMNAB	577. AAPAD
42. ALJAC	109. UPMAD	176. PELEAF	243. TTWOAG	310. ILIDAT	377. NEPIAD	444. INSUAD	511. THAMAK	578. LOLOAF
43. UNQUAK	110. FEAMAG	177. SUMOAT	244. EGUX	311. MINERAC	378. ISUNAD	445. LLACAF	512. DOINAG	579. ACCCAT
44. MEACAT	111. UHIM	178. ERNAB	245. CCMEAD	312. PIOWAK	379. LYLLAF	446. JIAT	513. AAUH	580. OMAGAC
45. UPITAB	112. PEUGAC	179. TAFAC	246. ISOAF	313. NEMNAG	380. INPE	447. THOPAB	514. LLOAAD	581. AKISAK
46. FEOPAD	113. SULDAD	180. EGTIAG	247. MNSUAT	314. ISALAB	381. LLOAC	448. DOLYAD	515. ACEGAF	582. OUBAG
47. UHUXAF	114. ERNEAT	181. CCUN	248. PIADAC	315. LYINAD	382. JICAC	449. AAFEAG	516. OMODAT	583. AGTH
48. PEHE	115. TTOWAB	182. IGHAC	249. NEIAC	316. INUHAF	383. THAGAT	450. LODO	517. AKNEAB	584. OPETAD
49. SUSOAC	116. EGVEAD	183. MNPEAF	250. USXAG	317. LL	384. DOISAB	451. ACTTAC	518. OOMAK	585. AMOMAF
50. ERTUAK	117. CCALAG	184. PIHOAT	251. LYL	318. JIEGAC	385. AAUPAD	452. OMAKAF	519. AGIAG	586. UMMMAT
51. TTDAT	118. IWI	185. NECCAB	252. INFEAD	319. THOQAC	386. LOTHAF	453. AKPIAT	520. OPQU	587. EMAMAC
52. EGSIAB	119. MNUHAC	186. ISATAC	253. LDOAF	320. DONEAG	387. ACER	454. OOMAB	521. AMACAD	588. UBIMAK
53. CCUXAD	120. PIABAF	187. LYSISAG	254. JITTAT	321. AAMEAF	388. OMOMAC	455. AGLLAD	522. UMITAF	589. UEGUG
54. IIDDAD	121. NEBAG	188. INUP	255. THAKAC	322. LOJAD	389. AKMNAK	456. OPLEAG	523. EMOPAT	590. UGLD
55. MNFE	122. ISWOAB	189. LLTHAC	256. DOPIAK	323. ACSUAF	390. OOMAT	457. AMLO	524. UBUXAB	591. LENEAD
56. PIMOAC	123. LYNEAD	190. JIERAF	257. AAUNAG	324. OMAC	391. AGINAB	458. UMNGAC	525. HEHEAK	592. QUOWAF
57. NETTAK	124. INMEAG	191. THOMAT	258. LOLL	325. AKIAC	392. OPUGAD	459. EMAGAF	526. UGSOAG	593. ETEVAT
58. ISAFAT	125. LLJI	192. DOMNAB	259. ACEPAD	326. OOPAK	393. AMAAAG	460. UBTIAT	527. LETU	594. TUALAC
59. LYPIAB	126. JISUAC	193. AALAC	260. OMLOAF	327. AGLYAG	394. UMNE	461. HEUBAB	528. QUADAD	595. NEWIAC
60. INUNAD	127. THACAF	194. LOINAG	261. AKCCAT	328. OPHEAB	395. EMOOAC	462. LEETAF	529. ETIAT	596. NGUAG
61. LLLAF	128. DOIAT	195. ACUJ	262. OOGAC	329. AMDOAF	396. UBVEAK	463. LEETAG	530. TUUXAT	597. ITABAB
62. JIPE	129. AAUXAB	196. OMAAAD	263. AGISAK	330. UMTUAF	397. HEEMAT	464. QUHO	531. NEDDAB	598. MMGAG
63. THLOAC	130. LOLDYAD	197. AKEGAF	264. OPUBAG	331. EMAC	398. UGWIAB	465. ETMMAC	532. NGEGAF	599. SIWOAF
64. DOCCAK	131. ACPEAG	198. OMOOAT	265. AMTH	332. UBSIAC	399. LEQUAD	466. TUATAT	533. ITMOAG	600. VENEAT
65. AAATAT	132. OMDO	199. AGNEAB	266. UMETAD	333. HEUMAK	400. QUABAG	467. NEIMAT	534. MMITT	601. TIMEAC
66. LOISAB	133. AKTTAC	200. OPEMAK	267. EMOMAF	334. UGDDAG	401. ETIT	468. NGUPAB	535. SIAFAD	602. UXIAK

'ADKIUCKBZNZFIWX' during play or at the password prompt at the beginning of each level to give yourself a deity with maximum experience in all six areas.

**5** This isn't exactly a cheat mode, but it's a handy hint all the same. If things are getting on top of you, simply select the Game Options menu and switch over to Computer Vs Computer Mode. Chances are the computer will do a much better job than you, getting you back on track, and when you're ready, just switch back to Human Vs Computer to resume control and win the game.

Try out some of these codes for the 999 levels in this excellent game.



game. Type in 'DIAMONDS AND PEARLS' and then press P again to unpause. You will now have infinite lives.

### MANCHESTER UNITED and MANCHESTER UNITED EUROPE

**1.** Press the left mouse button during a match to activate the two-player mode, making even the hardest teams easy to beat.

**2.** If you are a masochist, hold down control and escape during the game to lose five nil.

**3.** To score goals, simply run

straight towards the goalkeeper's box, holding down the fire button. When you reach the semi-circle outside the box, release the fire button and immediately move the joystick left or right (depending on which way you are shooting). This will always work if performed properly.

### MONTY PYTHON'S FLYING CIRCUS

**1.** Type 'SEMPRINI' on the high score table and you'll be able to choose your next starting level with the cursor keys.

Unfortunately, it cannot be any higher than previously reached.

**2.** Type 'POOKY' for an unknown effect.

**3.** Typing 'ARNOLD BIT MY HAND' gives you 50,000 points.

### PRINCE OF PERSIA

During play, simultaneously hold down caps lock and L to skip levels.

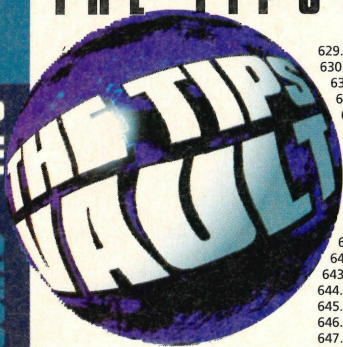
### RISKY WOODS

During play press F1 for more lives, F2 for more money, and F3 to skip to the next level.

### SIERRA ON-LINE UNIVERSAL CHEAT

Yes, a cheat for all the old Sierra games! Press ALT and D at the same time during play to enter the Sierra Test Screen. At this time you can type TP for transport, or GET OBJECT. In response to the prompt New Room: or Get Object you can type a number and the game will either transport you to that screen or give you the object you asked for.





603. IMSUAG  
604. DDACAB  
605. WIIAD  
606. GHOPAF  
607. SOLYAT  
608. LDHEAC  
609. MODOAK  
610. ABTTAG  
611. HOAKAB  
612. ADPIAD  
613. OWUMAF  
614. AFLLAT  
615. WOLEAC

616. ATLOAK  
617. UXNGAG  
618. ALAGAB  
619. UNTIAD  
620. MEUBAF  
621. UPGHAT  
622. FEETAC  
623. UHHOAK  
624. PEMMAG  
625. SUATAB  
626. ERIMAD  
627. TTUPAF  
628. EGLDAT

629. CCEAC  
630. IOWWAK  
631. MNMNA  
632. PIALAB  
633. NEINAD  
634. ISUHAF  
635. LY  
636. INEGAC  
637. LLOOAK  
638. JINEAG  
639. THEMAB  
640. DOJAD  
641. AASUAF  
642. LOAC  
643. ACIAC  
644. OMOPAK  
645. AKLYAG  
646. OOEAB  
647. AGDOAD  
648. OPTUAF  
649. AMAK  
650. UMSIAC  
651. UMUMAK  
652. UDDAG  
653. HELEAB  
654. UGMOAD  
655. LENGAF  
656. QUAF  
657. ETIAC  
658. TUUNAK  
659. NEGHA  
660. NGPEAB  
661. ITHOAB

662. MMCCAF  
663. SIAT  
664. VEISAC  
665. TIUPAK  
666. UXTHAG  
667. IMERAB  
668. DDOMAD  
669. WIMNAB  
670. GHAM  
671. SOINAC  
672. LDUGAC  
673. MOAAAT  
674. ABEGAB  
675. HOOOAB  
676. ADNEAF  
677. OWEM  
678. AFJAC  
679. WOQUAK  
680. ATACAT  
681. UXITAB  
682. ALOPAD  
683. UNUXAF  
684. MEHE  
685. UPSOAC  
686. FETUAK  
687. UHADAT  
688. PESIAB  
689. SUUXAD  
690. ERDDAF  
691. TTFE  
692. EGMOAC  
693. CCTTAK  
694. IIAFAT

695. MNPIAB  
696. PIUNAD  
697. NELLAF  
698. ISPE  
699. LYLOAC  
700. INCCAK  
701. LLAGAT  
702. JIISAB  
703. THUBAD  
704. DOTAHF  
705. AAEF  
706. LOOMAC  
707. ACMNAB  
708. OMAMAT  
709. AKINAB  
710. OOUAG  
711. AGAAAD  
712. OPNE  
713. AMOOAC  
714. UMVEAK  
715. EMEMAT  
716. UBWIAB  
717. HEQUAD  
718. UGABAG  
719. LEIT  
720. QUWOAC  
721. ETUXAC  
722. TUMEAT  
723. NESUAD  
724. NGSOAB  
725. ITADAG  
726. MMID  
727. SIUXAC

728. VELYAK  
729. TIFEAT  
730. UXDOAB  
731. IMTTAD  
732. DDACAG  
733. WIPI  
734. GHUMAC  
735. SOLAK  
736. LDLEAT  
737. MOLOAB  
738. ABCCAD  
739. HOAGAG  
740. ADIS  
741. OWUBAC  
742. AFTHAK  
743. WOETAT  
744. ATOMAB  
745. UXMMAD  
746. ALAMAG  
747. UNIM  
748. MEUGAC  
749. UPLDAB  
750. FENEAT  
751. UHOWAB  
752. PEVEAD  
753. SUALAG  
754. ERWI  
755. TTUHCAC  
756. EGABAF  
757. CCEGAT  
758. IWOVAB  
759. MNNEAD  
760. PIMEAG

761. NEJI  
762. ISSUAC  
763. LYACAF  
764. INITAT  
765. LLOPAB  
766. JILYAD  
767. THHEAG  
768. DODO  
769. AATTAC  
770. LOAKAF  
771. ACPIAT  
772. OMUMAB  
773. AKLLAD  
774. OOLEAG  
775. AGLO  
776. OPNGAC  
777. AMAGAF  
778. UMTIAT  
779. EMUBAB  
780. UBGHAD  
781. HETAG  
782. UGHO  
783. LEMMAC  
784. QUATAF  
785. ETIMAT  
786. TUUPAB  
787. NELDAD  
788. NGERAG  
789. ITOWF  
790. MMMNAC  
791. SIALAF  
792. VEINAT  
793. TIUAB  
794. UXAAAK  
795. IMEGAG  
796. DDOO  
797. WINEAC  
798. GHEMAF  
799. SOJAT  
800. LDQUAB

801. MOACAK  
802. ABIIAG  
803. HOOP  
804. ADLYAC  
805. OWHEAF  
806. AFDOAT  
807. WOTUAB  
808. ATAKAK  
809. UXSIAG  
810. ALUM  
811. UNDDAC  
812. MELEAF  
813. UPMOAT  
814. FENGAB  
815. UHFAK  
816. PETIAG  
817. SUUN  
818. ERGHAC  
819. TTPEAF  
820. EGHOAT  
821. CCCAB  
822. IATAK  
823. MNISAG  
824. PIUP  
825. NETHAC  
826. ISERAF  
827. LYOMAT  
828. IMNAB  
829. LLAMAK  
830. JIINAG  
831. THUG  
832. DOHAAD  
833. AAEAGF  
834. LLOOAT  
835. ACNEAF  
836. OMEMAK  
837. AKIAG  
838. OOOQ  
839. AGACAD  
840. OPITAF

841. AMOPAT  
842. UMUXAB  
843. EMHEAK  
844. UBSOAG  
845. HETU  
846. UGADAD  
847. LESIAT  
848. QUUXAT  
849. ETDDAB  
850. TUFEAK  
851. NEMOAG  
852. NGTT  
853. ITAFAD  
854. MMPIAF  
855. SIUNAT  
856. VELLAB  
857. TIPEAK  
858. UXLOAG  
859. IMCC  
860. DDAGAD  
861. WISAF  
862. GHUBAT  
863. SOTHAB  
864. LDETAK  
865. MOOMAG  
866. ABMN  
867. HOAMAD  
868. ADINAF  
869. OWUGAT  
870. AFACAC  
871. WONEAK  
872. ATOOAG  
873. UXVE  
874. ALEMD  
875. UNWIAF  
876. MEQUAT  
877. UPABAC  
878. FEITAK  
879. UHWOAG  
880. PEUX

881. SUMEAD  
882. ERSOAF  
883. TTSUAT  
884. EGADAC  
885. CCIAK  
886. IUXAK  
887. MNLY  
888. PIFED  
889. NEDOAF  
890. ISTTAT  
891. LYAKAC  
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893. LLUMAG  
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895. THLEAD  
896. DOLOAF  
897. AACCAT  
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909. HENEAD  
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912. QUALAC  
913. ETWIAK  
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918. MMNEAT  
919. SIMEAC  
920. VEJIAK

921. TISUAG  
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924. DDOPAF  
925. WILYAT  
926. GHHEAC  
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• THE ORIGINAL AND THE BEST •

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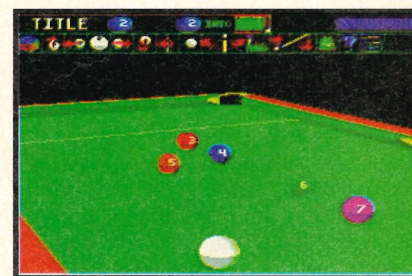
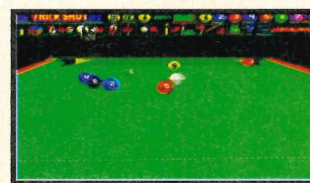
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## Archer Maclean's Pool

**1** Go into trick shot mode and type in the code V12F. You will hear a double click. Go into the demo menu and you should see a new menu. Select the players for a demonstration mode and make the computer play itself. The scores will be logged to disk automatically, so you can leave the game playing. This way you can find out the actual abilities of each player.

**2** If you're about to lose against the computer while playing 9 Ball, press the Escape key just as it's lining up for the last remaining ball. This will cause the cue ball to follow the 9 into the pocket, leaving you to aim and pot the ball to win.



## STREET FIGHTER 2

**1.** Start the game in one-player mode, and move to the character select screen. Position the cursor over Blanka, but don't press fire to choose him. Instead, type the word PATIENCE. This will only work if you time it correctly, holding down each letter for the same amount of time (about three seconds). The border of the screen will flash yellow as soon as the final letter E has been entered, informing you that the invincibility cheat is active. During play, you can restore your health to full by pressing F10. This works

as many times as needed, and stays active throughout your game. This cheat also works during a two-player game.

**2.** Start a two-player game, choose characters normally and begin fighting. During the bout press P to pause, then type in 7KIDS making sure that you use the figure 7 from the top row of keys, not the numeric keypad (if you've got one). The border will flash yellow again to indicate the cheat's up and running. Combat resumes and you may either finish the current fight or return to the character selection screen by

pressing P to pause, and then escape. It is now possible for both characters to select the same player. Player two will have an arrow over his head.

## TIME MACHINE

Type in 'DIZZY' on the high score table, so that you can level skip by pressing the relevant number. Also A and S select particular screens.

## TREASURE ISLAND DIZZY

**1.** Type 'I CAN FLY' during the game, then stand on the edge


of the beach and jump right. Fly across the water until you see the top of a mast sticking out of the water. Push up and see what happens.

**2.** For moving around the map, stand as near to the water as possible, hold down the keys that make up the word 'SPAC' and the spacebar. Now when you press C you disappear, and pressing the spacebar makes you reappear. When you have disappeared, pressing M moves the map around.

**3.** Type in 'EGGSONLEGS' for immunity.





**WHEN THE STREET JUST AINT  
TOUGH ENOUGH...**   
**GO PLAY IN THE PARK**



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## A1200 HORRORS

Dear Amiga Force,

I have read with interest several letters regarding the A1200 and also the Wordsmith system. My A500 had a fault and I expected a repair to take weeks so I invested in a A1200 — Desktop Dynamite version. The Wordsmith program is a pain, in order to write this letter to you I have had to change disks 13 times!

The Amiga Textcraft actually works on the A1200 — quite a



surprise, so I will use that. I just tried to put in an exclamation mark and the request came up for a 14th disk change so I will forget punctuation. About 40% of A500 software works on the A1200 despite what the salesman may tell you and it is very difficult to buy new games that run. *Gremlins* actually started to load — it got as far as the title screen. I have been back and forth from the shop about six times trying to get something that works. I also ordered and paid for games by post but a month later I am still waiting. *Jimmy White's Snooker* loads and you get your cue all chalked and ready — pot the ball and the game crashes. To add insult to injury the repair to my A500 only took a week.

Anybody want buy a A1200? I now want to print this letter so I have to change discs yet again!

**T Lloyd**

**Not too happy with your new A1200 then 'T'? It's true that some games will give you a few problems when it comes to loading. This is because of the different chips inside the new machine. A trick you can try is to hold down both mouse buttons while resetting the A1200. This brings up a special 'boot catch' screen**

**that allows you to switch different chip sets on and off and change things like screen format. Play around with the options here and try rebooting from your game disks. I've just tried it out on *Fantastic Dizzy* and the game**

**loads no problem using this method, but refuses to otherwise.**

**Alternatively, 17-Bit Software can, for a small fee, furnish you with a program called Kick 1.3. Using this disk will, according to 17-Bit, ensure up to 60% of previously incompatible software works fine. Their address is in this month's Public Domain pages.**

**Nick**

## SNES CONVERSION?

Dear Amiga Force,

First of all I'd like to say I am new to the Amiga and yours is the best Amiga mag. I have tried all the others. Could you answer these questions please?

1. Is *Starfox* ever going to come out for the Amiga?
2. Is *Robocop Vs Terminator* going to come out for the Amiga?
3. What is the best shoot-'em-up around?

Thank you if you print my letter and for producing such an excellent magazine.

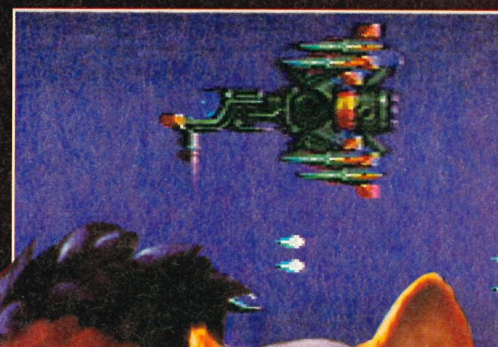
**James Broome, Norwich**

**Come again? Did you ask whether *Starfox*, the 3D space war game using the Super-FX chip on the Super Nintendo, would be converted to the Amiga? Have you ever known**

**Nintendo to allow any of their games to be converted to any other system other than a Nintendo? No, so it's highly unlikely. Pity though, games like that and *Super Mario World* could easily be created on the Amiga.**

**Virgin have no plans to make an Amiga version of *Robocop Vs Terminator* and that's quite a relief really — other versions of the game I've seen haven't been that impressive. As for shoot-'em-ups, the word in the office is that Project X from Team 17 is the best there is — at the moment. It only costs £12.99 too!**

**Nick**





Is *Body Blows Galactic* worth buying if you've already got *Street Fighter II*? See the letter below for an answer!



## DECISIONS, DECISIONS

Dear Amiga Force,

Are there any plans to release an enhanced A1200 version of *Frontier: Elite II*? Also, which game should I buy: *Championship Manager '93* or *Body Blows Galactic*? I have *Street Fighter II*

Rahan Ali, Manchester

According to our release schedules there is no A1200 specific version of *Elite II* in the making — but there is a CD32 version in the pipeline, so Gametek may decide to release a cut-down A1200 game from that. Don't hold your breath, though. As for the two games you asked about: it seems a bit of a strange question because they're both so different! If you've already got *Street Fighter II*, though, you might like to try the football management game instead of another beat-'em-up.

Nick



## HIRED HELP WANTED!

Dear Amiga Force,

I recently bought *Hired Guns*, after reading your excellent review, and one of the big attractions for me was the ability to customise the character graphics. However, I am having great difficulty in doing this. I have an Amiga 500+, and the paint package I use is *Deluxe Paint 3*. I seem to be able to save my own

## CD SEARCH

Dear Amiga Force

This Christmas I purchased an Amiga CD32 for my three children and myself. As a family that has stepped from a Commodore 64 up to an Amiga CD32 you could say we've had our brains blown out! However, in an epic quest for software (YES IT IS OUT THERE, IT'S JUST SLOW GETTING ONTO THE SHELVES) we were very disappointed with the Amiga's representation in the shops, ie most shops that sell this machine (DO NOT) have it set up (AND WORKING) whereas all the other machines are lit up, hands-on and going places. But the Amigas are just sitting there like top model cars (DON'T TOUCH THE PAINTWORK).

So if the software houses and the public are going to support this mean machine then it has to be seen and heard and ready for some hands-on action. Remember Commodore, it's the young customer that decides which machine is the best (us old-uns just cough up the dough) SO SHOW

THEM THE GOODS.

SE Fagg, Kent

Yes, I've found the same situation as you Mrs Fagg. With the exception of the Tandy shops who had a CD32 demo running in all its glory, the console hasn't really been pushed in the high street. Strange when you think the machine is capable of running its own multimedia presentations and could blow away the Sega Mega-CD in the shops. Come on Dixons, Currys, Woolworths and the rest of you. Get the console in your shops and show off the future of computer gaming. Congratulations. You've one this month's Letter of the Month award! Please write in and tell me what CD32 game you would like as a prize.

Nick



## READ THE TIPS!

Dear Amiga Force,

I'm having trouble on *The Secret of Monkey Island* with getting the bloody idol from the governor's mansion. I've drugged the mad, mental, deadly piranha poodles and can't get any further except for battering Fester Shinetop. Please, please, please tell me because I'm running out of hair to pull, I'm running out of things to break and I'm running out of excuses for you to print my letter.

Brian Mitchell, Dundee

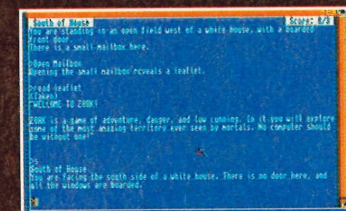
All I'm going to say is... turn to page 62 now!

Nick

## ADVENTURE HELP

Dear Amiga Force,

Thanks for the best mag on the market. Your game reviews are excellent and your tips pages brilliant. After saying that I must agree with Paul Walker of Warrington that an adventure-only tips section would be a great addition to your already fantastic mag. Being an avid adventurer myself, I know what it's like to come up against a problem that seems unsolvable. You think you've tried everything, you've



Do you really want a section full of screen shots like this?

had half a dozen mental breakdowns, smashed all of your best china and furniture in frustration and come close to using the sledge-hammer on your Amiga. It's at times like these when your only option is to write to an Amiga mag (preferably Amiga Force) in the hope that some godlike person will read your pitiful plea for help and have mercy on you.

Anyway I for one hope to see an adventuring tips section included in the near future so myself and many other adventurers won't have to spend any more sleepless nights stuck halfway through a game.

Russell Gadd, Liskeard

Up to now we've been covering adventure games in the normal playing tips section. Just check out our solution to *The Secret of Monkey Island* this issue — or are you referring to text-based games? We've never had a regular adventure solutions section and you're not the first to ask for one. All I can say is it's being considered. Keep your eyes to the page and you might find one soon...

Nick





## DILEMMAS DOWN UNDER

Dear Amiga Force,

I've finally done it. After a lot of consideration I gave my A500 a good clean and sold it to my local pawnbrokers. The Amiga had been my companion for the last two and a half years and I'd grown very fond of it. It's given me many hours of entertainment and occasionally gave my console-owning friends some fun too.

It was time to move onto an updated Amiga, so I saved just enough money to buy one. I raced over to my local computer store, stepped inside and looked around. I found at least 20 people crowded around the CD32 and about 10 around the A1200. Both of these Amigas looked very impressive but I couldn't buy one until I tried them both out.

I walked over to the CD32 and waited in line for at least 20 minutes, then finally the control pad was handed over to me. I started playing and found out it very atmospheric with excellent graphics and superb quality sound. The experience was wild. I handed over the control pad to an old lady and walked over to the A1200. By the time I got there no one was playing it so I grabbed the joystick and got stuck in. It also had excellent graphics but the sound wasn't as good.

If I had the money I would have bought both, but I don't so I decided that the machine I was going to get was the one which is made better, and the one which lasts longer. To find this out I went to the shop owner and asked him, but he didn't know. So I decided to ask you. Can you please tell me which Amiga is better made and which one lasts longer?

The sooner I know the sooner I can stop being bored.  
**Andrew Willoughby, Adelaide, Australia**

**Well you got there in the end didn't you, Andrew? It's an odd question you've asked. Both Amigas are extremely well built and with tender loving care should last you the rest of your lifetime (or until an Amiga Virtual Reality wonder-computer is launched). The advantages of the A1200 are that it has a keyboard and disk drive**

## TAKE TO THE SKIES

Dear Amiga Force,

Recently I've been on the lookout for a flight sim but I don't know which to get. People have told me Birds of Prey is good and others say that it's crap and that Combat Air Patrol is better. Which do you think?

Also, is there a cheat for Chuck Rock 2? If there is, could you please tell me it?

**Jonathan Codd, Hillsborough, N Ireland**

**According to the 'experts' around the AMIGA FORCE office there are a couple of flight simulations worth looking at, namely F-15 Strike Eagle II and**

**which makes it ideal for flight simulations and applications like word processing, as well as having great games. But then, Commodore have a keyboard and mouse upgrade kit on the cards for the CD32 and a CD drive for the A1200 which should even the two machines up a bit. If you want the computer solely for games then the CD32 is your best bet as it has a massive storage capacity, the ability to have amazing intro sequences and CD quality sound. You can now also plug in a Full Motion Video cartridge to watch the latest films and music videos on CD. Of course, normal CDs run on it as well! The decision's up to you I'm afraid.**

**Nick**

## DESPERATELY SEEKING...

Dear Amiga Force,

Can you help me? I'm an Amiga owner who is desperately trying to get hold of a copy of an old war game called *Kampfgruppe*. If you could point me in the right direction I will give you my Grandmother. I have searched everywhere and I'm now suicidal! Mr WJ Styles

**Nope, never heard of it and I don't really want your Grandmother, thanks very much! Try phoning around some of the mail order companies that advertise in Amiga Force. They might be able to help.**

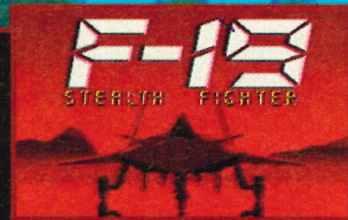
**Nick**



**F-19 Stealth Fighter. They're both now out on Kixx XL re-release so check them out.**

**There is a cheat for Chuck Rock but not Chuck Rock 2 yet — sorry!**

**Nick**



## THE SENSIBLE CHOICE

Dear Amiga Force

I am going to get a game for my birthday and I was wondering what game to get. I'm a bit of a soccer sim fan and I was thinking of either getting Sensible Soccer 92/93 or Goal. I have rented out the first version of Sensible Soccer but I was not that impressed. I did like the depth of all the tournaments and stuff though. I have also rented out Striker and thought it was quite good. I have Manchester United Europe.

I see that Sensible Soccer 92/93 is at the top of the Readers' Charts. I really want an addictive and lasting game. I suppose it doesn't have to be a soccer sim, just a good game that will last me a good while. You are always raving on about Sensible so it must be good!

**Stephen Hay, Blackrock, Ireland**

**I think you've answered your own letter there Stephen! Everyone in the Amiga Force team (with the exception of myself because I hate soccer sims) adores Sensible Soccer in any shape or form. The latest one we've got is on the CD32 and I just can't get Miles and James off it!**

**Nick**

## CANNON CALAMITIES

Dear Amiga Force

Please help me. I have been searching... endlessly searching...! And the object of my quest? It's certainly not Autumn Gold Cider. The blame lies entirely with Sensible Software and their excellent new game Cannon Fodder.

It was all going so well until I stumbled upon Mission 19. Now the game is 'really' starting to take the p\*\*s!

I have almost pulled all my hair out and what I have left has turned grey. Can you guys help me? Is there anybody out there...

I must go now as those men in the white coats are coming up the drive. Help me Obiwan — you're my only hope!

**J Matthews, Birmingham**

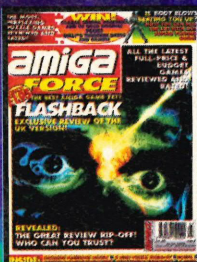
**Well you are in a pickle, aren't you 'J'? As luck would have it we'll be (hopefully) bringing you a players' guide for this excellent game in the next issue. If anyone out there wants to send in any tips for the game, especially Mission 19, then they could stand a chance of winning the game of their choice!**

**Nick**

**Thanks to everyone who contributed letters this issue. If you want to know anything about the Amiga or comment on AMIGA FORCE just drop me a line at this address: LETTERS, Amiga Force, Impact Magazines, Ludlow, Shropshire SY8 1JW. You could win the game of your choice if yours is the letter of the month...**



# Subscriptions & Back Issues!



## ISSUE SEVEN

Morph and Flashback. Complete maps and tips for The Chaos Engine, Sink or Swim, Lemmings 2 and Body Blows! Puzzle games roundup.



## ISSUE EIGHT

Amiga CD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback, Sink or Swim and both Lemmings and Syndicate 2!



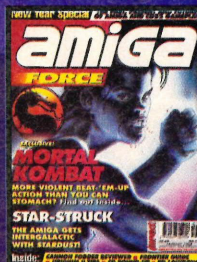
## ISSUE TEN

Hired Guns review. Strategy games rounded up and tips for Syndicate, Ishar 2 and War in the Gulf.



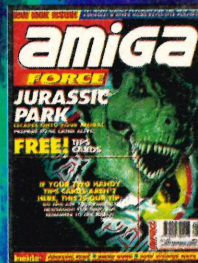
## ISSUE TWELVE

Brutal Spots Football review. The low-down on Premier Manager II and European Champions plus Hired Guns tips.



## ISSUE FOURTEEN

The arcade hit Mortal Kombat comes to the Amiga! Frontier, Uridium II and Micro Machines tips and yet another CD and PD roundup.



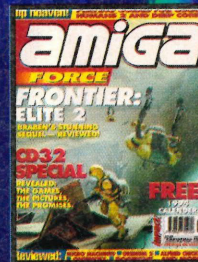
## ISSUE NINE

The great beat-em-up Body Blows has free cards on the cover. Jurassic Park previewed plus loads of tips on Gunship 2000, Lost Vikings and Syndicate.



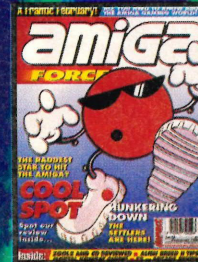
## ISSUE ELEVEN

Combat Air Patrol reviewed and more Syndicate tips plus a complete solution to the rereleased graphic adventure game Loom.



## ISSUE THIRTEEN

Frontier: Elite 2 review plus a special run down of everything available for the CD32 and a free 1994 calendar.



## ISSUE FIFTEEN

Cool Spot bounces onto the Amiga in a cool platform game. The Settlers also reviewed! Plus Alien Breed II and Mortal Kombat players' guides.

## SUBSCRIPTIONS AND BACK ISSUES FORM

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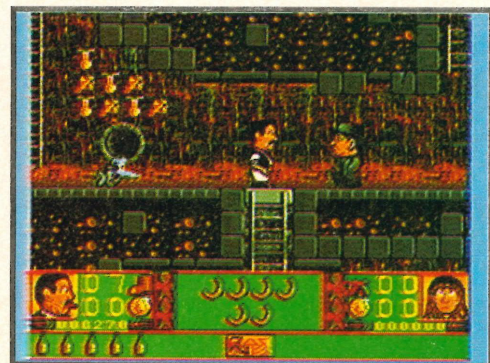
# The Games Guide!

We've reviewed hundreds of games over the months in **AMIGA FORCE**, and thought it time to put fingers to keyboard and compile the definitive guide. Unfortunately, as we're including budget and re-release software, we suddenly realised that six pages is woefully inadequate for such a gargantuan round-up... in other words, you get part two (from 'L' onwards) next issue.

## 'ALLO 'ALLO

Alternative, £24.99 AF15 40%

■ 'Allo 'Allo? Yeah, we remember that. When you consider the essentially unconvertable



nature of the TV 'show', it's difficult to see how Alternative could produce anything but a platform game with adventure overtones. Thing is, it's not even a good example of the genre. Usually we'd say something along the lines of 'what a shame', but to be honest we're too busy wondering why *anyone* would want to produce a game based on one of the BBC's most insipid 'comedies'.

## 4TH & INCHES

The Hit Squad, £9.99 AF7 6%

■ *4th & Inches* received the rather dubious honour of being awarded AF's lowest-ever score back in Issue Seven. In fact, it's so bad we can't bring ourselves to write anything more about it — not even a full stop at the end of this sentence

## 688 ATTACK SUB

The Hit Squad, £12.99 AF8 83%

■ Above-average submarine sim, marred only by the unpopular nature of its genre. Still, if you dig this kind of thing, you'll go a bundle over it. Probably.

1869

Flair, £29.99 AF8 83%

■ A Flair game not involving Trolls or Elvira? Surely not!

## A-TRAIN

Maxis/Ocean, £34.99 AF5 84%

■ It's a neat variation on the *Sim City* theme, but, unlike the aforementioned, *A-Train* takes some getting used to. Persevere, however, and Maxis' railroad-'em-up can be as rewarding as it is entertaining — especially on the A1200 where it benefits from increased speed.

## ABANDONED PLACES 2

Ice, £34.99 AF5 40%

■ Well-meaning but ultimately flawed RPG. *AB2* offers little originality, and even its graphics — though an improvement over its predecessor's — are largely made up of generic rooms and corridors, and we all know how boring *they* are. Look out for *Legends of Valour* instead.

## ADRENALYNN

Global, £7.99, AF5 43%

■ To call *Adrenalynn* a poor man's *Speedball* or *Speedball 2* would be... spot on. Poorly-designed and lacking any real character, it's the sort of game not even a low price-point can excuse.

## ALFRED CHICKEN

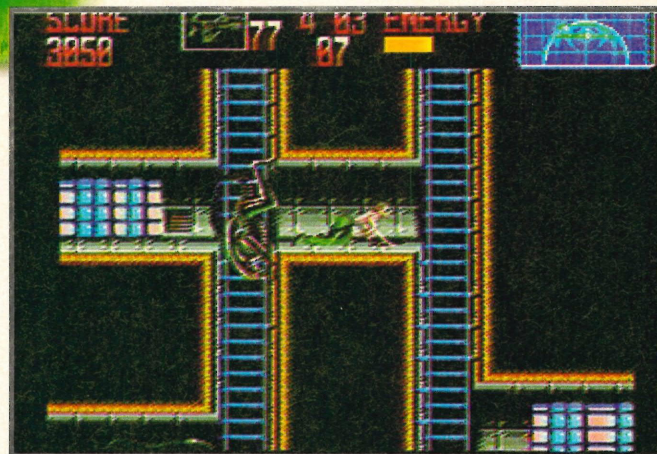
Mindscape, £25.99 AF13 87%

■ We know it's all been done before, and we're fully aware that bits of it could get tedious, but *Alfred Chicken* is pure class. His peck and divebomb are marvellous, too.

## ALIEN 3

Virgin, £25.99 AF11 79%

■ *Alien 3* is an enjoyable platform game, based loosely on the film of the same name, and identical to its Mega Drive counterpart. Thing is, have you seen *Alien 3* on the Super Nintendo? Why couldn't they convert *that* version to the Amiga? Bah.



## ALIEN BREED 2

Team 17, £26.99 AF14 88%

■ A vast improvement over its two predecessors (if you include the tweaked special edition), *Alien Breed 2* is an excellent, if difficult shoot-'em-up cum arcade adventure. Sure, it owes a great deal to old titles such as *Gauntlet* and it hasn't the pace of *The Chaos Engine*, but with two players it's a blast.

## ARABIAN NIGHTS

Krisalis, £25.99 AF5 85%

■ A standard platform game with a few shoot-'em-up subgames that somehow don't 'gel' with the rest of the action. Still, it's polished and playable, if a little lightweight on the lastability front. One for younger gamers.

## ASSASSIN

Team 17, £25.99 AF2 78%

■ *Assassin's* a fair blast if you're into platform blasters, but it lacks a certain 'oomph' that leaves the sprites appearing to be cardboard cut-outs, the action samey after a few week's play.

## B17 FLYING FORTRESS

Microprose, £34.99 AF6 68%

■ B17 tries to be an accurate simulation of WW2 bomber and, as far as we can see, it achieves that goal quite admirably. Problem is, who said flying bombers is fun? And did the gunners *really* have that much trouble shooting down enemy planes?

## BART VS THE SPACE MUTANTS

The Hit Squad, £9.99 AF5 78%

■ Close conversion of the NES classic. On budget it's a fair little platform romp, but beware — it's not one for the easily irritated...



**BATTLE ISLE '93**

Blue Byte, £25.99 AF9 72%

■ Update of the acclaimed original, said to be a 'stopgap' for avid fans until the sequel appears.

**BATTLE SQUADRON**

Global, £7.99 AF6 68%

■ Average two-player blaster with attractive graphics and average sound. Its main flaw is its ludicrously easy difficulty setting, but less competent gamers may find that an attractive aspect.

**BATTLESTORM**

Titus, £many AF13 84% (CD32/CDTV)

■ An old CDTV shoot-'em-up that just happens to work on the CD32. Worth a look — if you can find it, that is...

**BEAVERS**

Grand slam, £25.99 AF7 70%

■ Above average and oh-so-cute platform game, almost worth the asking price for the beaver's whistle alone. Level codes help relieve frustration, but in our opinion they're too few and far between.

**BIG BOX 2**

Beau Jolly, £29.99 AF4 68%

■ Average compilation, but only so due to the inclusion of the classics *R-Type* and *IK+*. If you can pick either of those two on budget separately, do so.

**BILL'S TOMATO GAME**

Psygnosis, £25.99 AF3 60%

■ Not a very good puzzle game. If Psygnosis are trying to create a new *Lemmings*, they'll have to try a lot harder than this...

**BLADE OF DESTINY**

US Gold, £39.99 AF9 60%

■ Flawed RPG that could have been something special with better playtesting.

**BLADE WARRIOR**

Zeppelin Platinum, £7.99 AF4 54%

■ Strange RPG/beat-'em-up where characters are displayed in outline only. There's probably a little depth in playability in there somewhere, but we're darned if we can find it...

**BLOB**

Core Design, £24.99 AF12 82%

■ Strange arcade puzzler with an unusual approach to platforms. Definitely worth a blast or two, but hardly worth its asking price.

**BOB'S BAD DAY**

Psygnosis, £25.99 AF13 69%

■ Ever seen the bonus stage on *Sonic the Hedgehog*? *Bob's Bad Day* owes a lot to that. Again, it's hardly the new *Lemmings*, but playable for a while. More suited to a budget release.

**BODY BLOWS GALACTIC**

Team 17, £26.99 AF14 91%

■ If you liked the original *Body Blows*, this may be the game for you. If you didn't, steer

well clear — it's essentially more of the same, but with a ridiculous plot and crap characters. Desperately over-rated by the previous AF team, we're afraid...

**BODY BLOWS**

Team 17, £26.99 AF5 92%

■ *Body Blows* pales in comparison to *Street Fighter II* on the Super Nintendo (in our opinion the best beat-'em-up ever) but as Amiga beat-'em-ups go... well, it's alright, innit? Not to mention better than its piss-poor sequel.

**BOSTON BOMB CLUB**

Games Worth Playing, £9.99 AF8 78%

■ Over-average puzzle game and at a budget price. Who can complain about that?

**BRIDES OF DRACULA**

Zeppelin Platinum, £9.99 AF10 52%

■ Ha ha haaaa! Nice whips, though.

**BRUTAL SPORTS FOOTBALL**

Millenium, £25.99 AF12 94%

■ An absolutely superb *Speedball 2*-beater. With blood, violence, more blood and lots and lots of extra violence on top, it's a killer of a one-player game and simply superb with two. Possibly Millenium's best release to date.

**BUDOKAN**

The Hit Squad, £12.99 AF7 85%

■ Beat-'em-up with a novel perspective on the theme — going straight for the kill is frowned upon and ultimately an unsuccessful tactic. Strategies are important (even essential) for winning, although the lack of any real pace may be a turn-off for some fans of the genre.

**BUG BOMBER**

Kingsoft/DMI, £25.99 AF1 79%

■ A playable single-screen puzzle/arcade game that has a lot in common with Hudson Soft's *Dynablast*. It's slightly more playable with one player, but nowhere near as good as *Dynablast* with two or above. Ask anyone and they'll tell you that.

**BULLY'S SPORTING DARTS**

Alternative, £9.99 AF7 73%

■ Darts isn't a sport that lends itself to conversions, but the cheap *Alternative* offering isn't a bad effort. One for enthusiasts only, though.

**CAESAR**

Impressions, £25.99 AF3 86%

■ Engrossing God game in the style of *Sim City*. It's got depth, looks, a user interface that soon becomes instinctive and all at a fairly reasonable price. Cool.

**CANNON FODDER**

Virgin, £25.99 AF14 90%

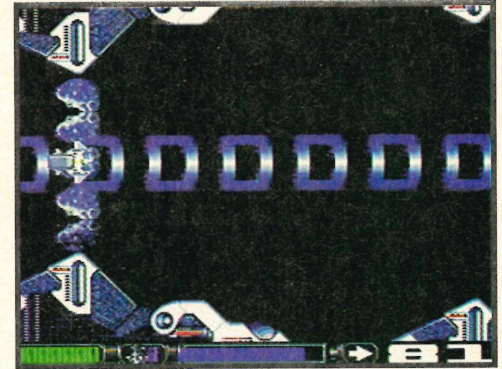
■ Another game rated badly by the previous Amiga Force team — *Cannon Fodder* is easily one of the greatest computer games ever. Superbly programmed and designed, it's an essential part of anyone's software collection.

If you don't already own a copy, get out and buy one NOW!

**CAPTAIN DYNAMO**

Codemasters, £7.99 AF1 68%

■ Enjoyable if basic budget platformer. It's hardly the stuff of wet dreams, but reasonably playable and most of all, cheap.

**CARDIAXX**

Team 17, £10.99 AF14 38%

■ A rare dud from Team 17 — this budget tweaked version of the aging *Cardiaxx* isn't anywhere near the quality we've come to expect of them.

**CARNAGE**

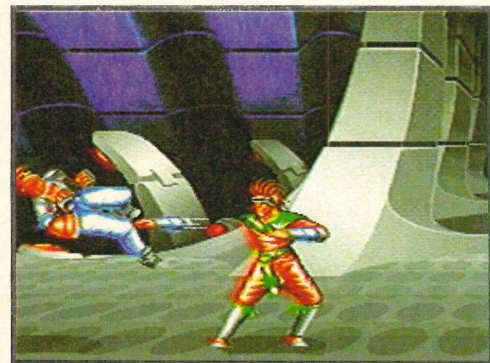
Zeppelin, £7.99 AF4 70%

■ Average *Super Sprint* game. It's not overwhelming in any respect, but certainly worth a laugh or two in two-player mode.

**CHAMPIONSHIP MANAGER '93**

Domark, £25.99 AF7 85%

■ Football management games are a funny breed. This update of the original *Championship Manager* is easily the best ever, with ample statistics, information and clever computer intelligence. The only things not in its favour are that a) it has a tendency to crash occasionally, ruining your entire season (and game, if you've not backed-up the disks) and b) it's a wee bit slow. Still, the latter criticism almost works in the game's favour, giving a feeling of weight and time to proceedings.





# The Games Guide!

## COOL SPOT

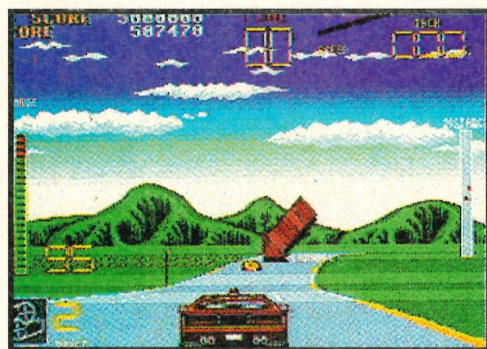
Virgin, £29.99 AF15 86%

■ Jolly platformer converted from the Mega Drive original. The animation on Spot himself (or should that be itself?) is superb — it's only the gameplay that lets him down somewhat.

## COOL WORLD

Ocean, £25.99 AF4 56%

■ Dire movie tie-in, with little gameplay content and decidedly 8-bit design (and bad 8-bit as well). Even the tits... sorry, cartoons of Kim Basinger on the title screen don't do much to make *Cool World* worth the reddie.



## CHASE HQ 2 — SCI

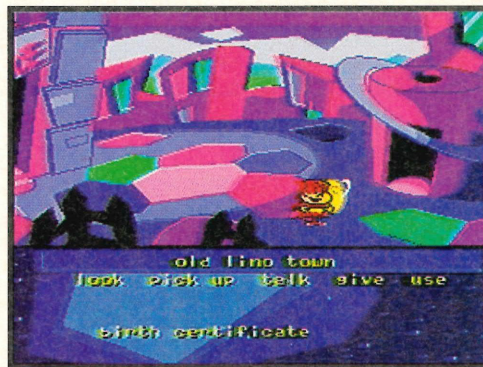
The Hit Squad, £9.99 AF10 45%

■ Dire conversion of the coin-op. Still, the arcade machine wasn't much cop (no pun intended) anyway — its predecessor, *Chase HQ* was far better... but not on the Amiga, sob.

## CHUCK ROCK 2

Core Design, £25.99 AF6 78%

■ Slick platformer with excellent cosmetics but frustrating gameplay due to a lack of a password system. It's better than the original, though...



## COSMIC SPACEHEAD

Codemasters, £25.99 AF15 82%

■ Fun arcade adventure in classic CodeMasters style. It's a bit too easy for seasoned gamers, but kids will love it. *Monkey Island* with 'L' plates.



## COVER GIRL STRIP POKER

On-Line, £too much AF11 16% (CD32)

■ The only tit you'll see if you buy this... is yourself when you look in the mirror. They're not real, okay? They're pixels. Go out and meet REAL women and strive to see the genuine article, just like everyone else with a life does. But DON'T buy this

pitiful poker/porn hybrid.

## CRAZY CARS 2

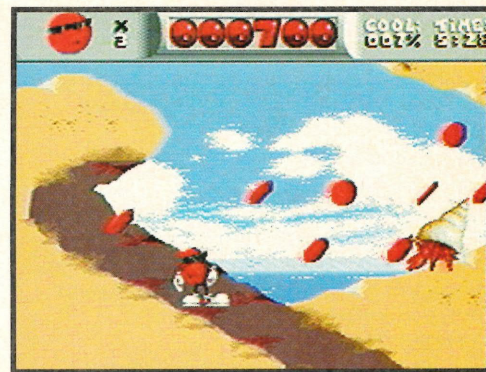
Fox Hits, £9.99 AF7 36%

■ Awful driving game with one major flaw — the car never centres. Criss-crossing at high speed may sound like fun, but it's annoying and unrewarding, just like the rest of the game.

## CRYSTAL KINGDOM DIZZY

Codemasters, £19.99 AF3 61%

■ Well it's Dizzy, isn't it?



## CRYSTALS OF ARBOREA

Games Worth Playing, £12.99 AF8 60%

■ Above-average RPG with attractive graphics and many locations to visit, if you've got the patience.

## CURSE OF ENCHANTIA

Core Design, £34.99 AF1 80%

■ Enjoyable point 'n' click game with pretty graphics and an enjoyable storyline. It's also somewhat overpriced...

## CYBERPUNKS

Core Design, £25.99 AF13 71%

■ Can you imagine *Alien Breed*, *Gauntlet* and *The Chaos Engine* rolled into one? We reckon the programmers of *Cyberpunks* are certainly able to, and have...

## CYTRON

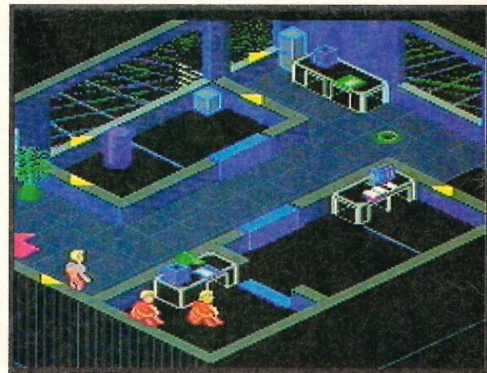
Psygnosis, £29.99 AF2 68%

■ Utterly overpriced and shallow plan-view puzzler/blaster with pretty graphics and so-so gameplay. Its soundtrack's pretty good, though...

## D-DAY

US Gold, £29.99 AF9 34%

■ One of US Gold's weakest titles. With three sub-games, *D-Day*'s a jack of all trades. Pity it doesn't excel at any of them...



## D/GENERATION

Mindscape, £25.99 AF14 89% (CD32)

■ Enjoyable puzzle cum blasting-based CD release. There are no enhancements, so the



## COHORT 2

Impressions, £25.99 AF7 39%

■ Feeble wargame with the single redemption that, should you own it, you can play out battle sequences from *Caesar* on it. Not that anyone would want to, of course...

## COMBAT AIR PATROL

Psygnosis, £lots AF11 81%

■ Enjoyable flight sim that doesn't do much that hasn't been done before. Will be appreciated by enthusiasts, though...





gameplay's the same as the floppy version — and you know what? That's no bad thing.



#### DALEK ATTACK

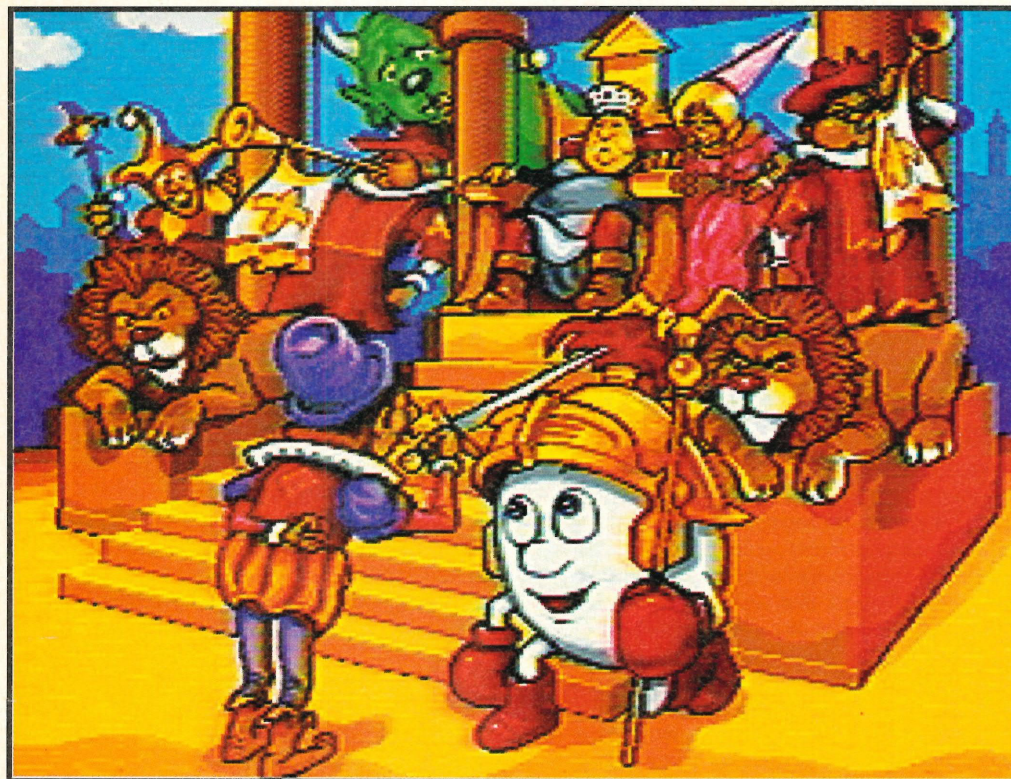
Admiral Software, £16.99 AF3 64%

■ Playable shoot-'em-up with platforms and, of course, Daleks. Its most memorable feature is that it has a flaw last seen in *Jet Set Willy* — fall from a high building, and it's odds-on you'll restart at the same fatal point again, and again, and again...

#### DEEP CORE

Ice, £25.99 AF11 65%

■ Playing like a poor C64 game, *Deep Core's* hardly the sort of game to show off your Amiga with. Still, avid cartographers may enjoy exploring its many corridors and rooms...



#### DESERT STRIKE

Electronic Arts, £29.99 AF6 94%

■ Excellent conversion of the Mega Drive classic that is — shock — considerably better on the Amiga. With varied missions, superb graphics and a superb Jason Whitley soundtrack, it's worth every penny of its price tag.



#### DIGGERS

Millenium, £29.99 AF10 87% (CD32)

■ It's hardly revolutionary, not the sort of game to sell the CD32 (it's an in-box title) and it's a wee bit on the slow-moving side, but *Diggers* is fun enough — if you have the patience to stick with it...



#### DINOSAUR DETECTIVE AGENCY

Alternative, £16.99 AF14 71%

■ Yeah, great. A game with Dinos in it.

#### DISPOSABLE HERO

Gremlin, £24.99 AF12 83%

■ Compulsive blaster with almost enough power-ups, colours and explosions to rival Team 17's *Project X* — but emphasis on the 'almost'...



the *Bend*, after the TV show of the same name).

#### DOGFIGHT

Microprose, £34.99 AF13 48%

■ The idea behind *Dogfight* is sound enough — choose from various modern and historic aircraft and have, quelle surprise, dogfights — but sadly the implementation's not half as good as the concept.

#### DOJO DAN

Europress Software, £25.99 AF1 70%

■ Standard platformer. It's a rare occurrence for Europress Software to release an arcade game — we can't recall seeing any others — but if they want to make an impression as more than an education/utility company, they'll have to try harder than this...

#### DOODLEBUG

Core, £25.99 AF1 73%

■ Console-style platformer. *Doodlebug's* most remarkable aspect is that it was put together — that's everything from graphics to sound to coding — by one person. In these, the days of the development house with huge teams working on single games, this is an unusual happening.

#### DREAMLANDS

Silmarils, £29.99 AF12 81%

■ Well, it's an RPG. Oh, and it looks good too.

#### DUNE 2

Virgin, £29.99 AF8 87%

■ Superb strategy game with all the gloss and polish we've come to expect from Virgin.

#### EDD THE DUCK 2

Zeppelin Platinum, £9.99 AF9 23%

■ Dire platform game. Edd moves as if he really *has* got a hand up his bottom, with other sprites appearing to have two. Avoid like the plague.

#### ENTITY

Loriciel, £25.99 AF6 57%

■ We're not sure if Loriciel were intending to out-*Flashback* Delphine with this gorgeous-looking but largely unplayable release, but one thing's for sure — they didn't succeed. Still, the heroine's got the obligatory bum and tits that wobble while she runs, so if you're the type who likes that kind of thing...

#### EUROPEAN CHAMPIONS

Ocean, £25.99 AF12 73%

■ Well, it's not *Sensible*, is it?

#### F-29 RETALIATOR

The Hit Squad, £12.99 AF14 72%

■ DID's first big game for Ocean. Recently re-released on budget, it's a fair simulation but alas, only compatible with A500s and A2000s...

#### DIZZY — PRINCE OF THE YOLKFOLK

Codmasters, £7.99 AF2 79%

■ Utterly cheerful and too-cute-by-half Dizzy adventure. It's the smallest of the ovoid's outings, and originally appeared as a special extra on a compilation. As a stand-alone game its lastability's questionable, considering the — admittedly low — price tag, but hey — it's great fun while it lasts...

#### DOC CROC'S OUTRAGEOUS ADVENTURES

Zeppelin, £7.99 AF5 45%

■ Dodgy platform romp with blatantly apparent 8-bit origins. One to avoid, even on re-release (it was originally known as *Round*



# The Games Guide!

## F19 STEALTH FIGHTER

Kixx XL, £12.99 AF5 90%

■ Said to be one of the best simulations ever, this Microprose offering is worth every penny on budget. Oh, and it's also one of the few games that can justifiably be put on an XL/Platinum/super duper-yet-more-expensive range — the documentation that comes with it is pretty impressive...

## FACE-OFF ICE HOCKEY

Buzz, £9.99 AF9 58%

■ Dodgy hockey game that's not even good enough to be mentioned in the same. Sentence. As. *EA Hockey*.

## FANTASTIC VOYAGE

Centaur, £much AF13 27% (CD32/CDTV)

■ Cacky CDTV title that just happens to work on the CD32. Marvellous. *Fantastic Voyage* will really set the world on fire, I'm sure...

## FASCINATION

Cocktel Vision, £29.99 AF1 64%

■ So-so point-and-click adventure with oh-so-linear gameplay. Cocktel Vision's *Goblins 2* is far more enjoyable...

## FATMAN

Black Legend, £25.99 AF15 75%

■ Dodgy looking platform game. And what kind of name for a software house is Black Legend? They sound like one of those dodgy packets of condoms. We'll forgive them, though — just as long as they don't start a budget label called Deep Black Intruders, they're cool with us...



## FINAL FIGHT

Kixx, £9.99 AF7 79%

■ So-so beat-'em-up that suffers from an unholy amount of in-game disk swapping. Worth a look on budget, but without a second drive, we'd not recommend it.

## FIRE AND BRIMSTONE

Kixx, £9.99 AF5 52%

■ Dire *Ghosts 'n' Goblins* clone with tricky and unrewarding gameplay. It's also full of bugs — even on the first few screens. Surely the gametesters should have noticed them?

## FIREFORCE

Ice, £25.99 AF1 59%

■ A cross between *Green Beret* and *Enigma Force*, *Fireforce* is playable enough. However, it lacks any real lastability

and, quite frankly, charging £26 quid for it is ridiculous.

## FIST FIGHTER

Zeppelin, £9.99 AF10 18%

■ *Fist Fighter* is by far the worst beat-'em-up we've ever encountered.

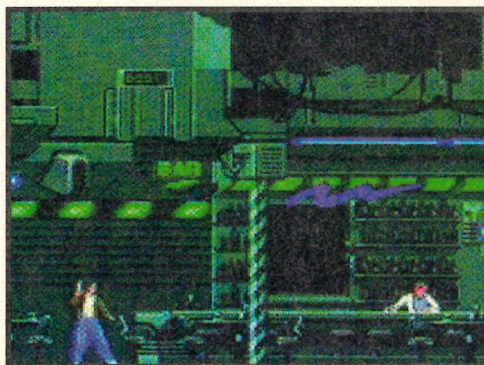
Its only redeeming

feature is that you can re-format the disk to use on something else, and we defy anyone to name a worse attempt at cashing in on 1993's *Street Fighter 2/Mortal Kombat* bandwagon.

## FLASHBACK

US Gold, £29.99 AF7 96%

■ Following the departure of Delphine's master coder Eric Chani, some wondered whether the French development team could ever top previous classics like *Another World* and *Cruise for a Corpse*. However, *Flashback* is better, bigger, brighter and more innovative than its predecessors — but will there be a sequel? We can but hope...



## FLIMBO'S QUEST

Kixx, £7.99 AF1 68%

■ We can remember *Flimbo's Quest* on the C64, where its vibrant colours and sheer layers of parallax impressed a great deal. The game wasn't that much fun after a while, but hey — it looked good, and was re-released on budget (£3.99) roughly a year after its original release. The morale of this story? Well, there isn't one, to be honest, but if you take it as read that the Amiga version is virtually identical to the C64 one, it's not really worth shelling out one, is it? Younger players may appreciate its charms, though.

## FRONTIER

Gametek, £29.99 AF13 96%

■ Sequel to David Braben's *Elite*. While *Frontier's* undoubtedly an astounding technical achievement, on 16-bit machines it's too slow and jerky (making combat sequences largely unplayable). If you're a proud owner of an A1200, this could be a must-buy.

## FURY OF THE FURRIES

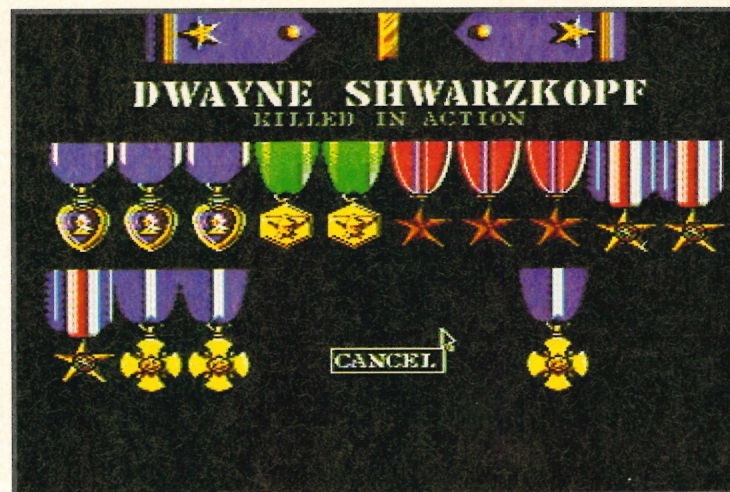
Mindscape, £29.99 AF15 86%

■ Well, it's got fluffy things in it...

## GALACTIC WARRIOR RATS

Alternative, £9.99 AF3 79%

■ *Galactic Warrior Rats* is very close to



Psygnosis' *Cytron* in terms of gameplay and design. Bar its average graphics, *Rats* beats the full-price effort hands down — and all at approximately £20 cheaper. Makes you think, doesn't it?

## GEM'X

Global, £7.99 AF2 60%

■ Cheerful gem-busting puzzler. If you can forgive the shameful pictures of scantily-clad girls, you may find this disappear-'em-up a real diamond of a game...

## GLOBAL GLADIATORS

Virgin, £25.99 AF10 78%

■ Above-average but woefully easy platformer. Converted from the Mega Drive original, it's similar to *Cool Spot* in many respects, but while younger console owners may lap this kind of game up, more mature Amiga owners don't. Or do they?

## GLOBDULE

Psygnosis, £25.99 AF14 51%

■ Interesting but flawed platform/puzzle game. And no, it's not the new *Lemmings*. Try again, Psygnosis...

## GOAL!

Virgin, £19.99 AF8 92%

■ Superb soccer game. It's not as good as *Sensible* — let's face it, what is? — but it's certainly a darn fine game. It's also pretty cheap.

## GOBLINS 2

Cocktel Vision, £29.99 AF3 83%

■ Cute and often genuinely amusing point 'n' click adventure. It has its fair share of flaws — in particular, its disk accessing is bloody annoying — but its charm and sometimes hilarious puzzles more than make up for them.

## GOBLINS 3

Sierra, £pass AF15 80%

■ Not bad, but not as good as its predecessor.

## GRAHAM GOOCH WCC

Audiogenic, £29.99 AF6 68%

■ Mildly enjoyable cricket sim — possibly the best ever, cricket not being the most convertible of sports. Terrible music, though...

## GRANDSLAM COLLECTION

Grandslam, £29.99 AF2 26%

■ Dire collection of old (and very crap) Grandslam releases. Don't even consider buying it.

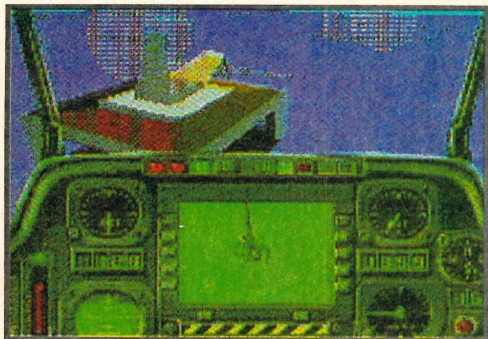
## GUNBOAT

The Hit Squad, £12.99 AF10 60%

■ It's a sort of water-related simulation, innit? It's not very good — so I suppose we'd better use some feeble summing-up line (as we



always do) like 'one for enthusiasts only'. Yep, that sounds about right...



#### GUNSHIP 2000

Microprose, £34.99 AF8 96%

■ Superb sequel to the original classic. It's the sort of game hard drives were made for, but it doesn't lend itself well to floppies. Check it out and see.

#### HARDBALL

The Hit Squad, £9.99 AF10 47%

■ Dodgy baseball-'em-up.

#### HARLEQUIN

GBH Gold, £9.99 AF8 70%

■ Harlequin's strange. It's a platform game, yet it has a save game feature. In fact, it has a lot going for it, but doesn't enthrall in the way you'd expect. Try it out — you might be pleasantly surprised. It's cheap, too...

#### HERO QUEST

The Hit Squad, £7.99 AF4 70%

■ Conversion of the Games Workshop board game. *Hero Quest*'s okay for a quick bash, but you never feel as if you're actually in control of any given situation. Buy the utterly superior *Laser Squad* instead — or, if you prefer the swords and sorcery genre, try *Lords of Chaos*.

#### HIGH STEEL

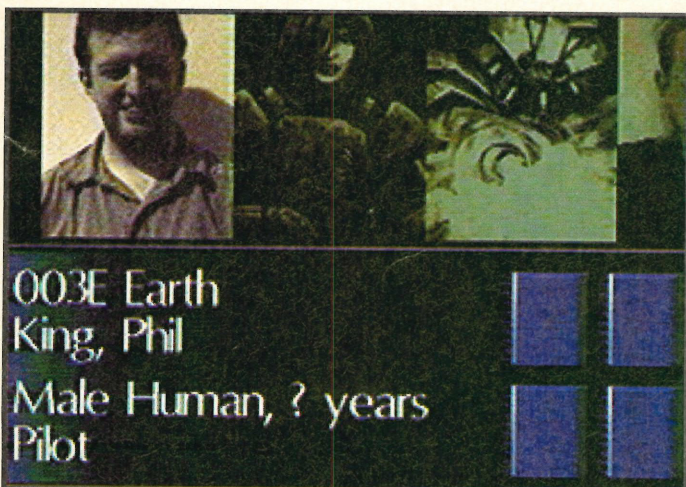
Alternative, £4.99 AF12 29%

■ No comment.

#### HIRED GUNS

Psygnosis, £29.99 AF10 97%

■ Utterly superb arcade adventure. Up to four players can join in — the screen's split into four separate displays, each with a first-person perspective — and with a variety of missions to complete, lots of player interaction and superb cosmetics, *Hired Guns* is arguably Psygnosis' finest game to date.



#### HISTORYLINE: 1914-1918

Blue Byte, £34.99 AF5 91%

■ Well, it's a strategy game by Blue Byte, isn't it?

#### HOT RUBBER

Fox Hits, £9.99 AF8 51%

■ If you want a decent biking game, get *Super Hang-On* or *No Second Prize*. Whatever you do, don't buy *Hot Rubber* — it's cack.

#### HUCKLEBERRY HOUND

Alternative, £some AF12 21%

■ Disgustingly bad character licence.

Alternative have their moments — every now and then they'll come up with something cheap 'n' playable — but this poor, sad excuse for a game isn't one of them.

#### HUDSON HAWK

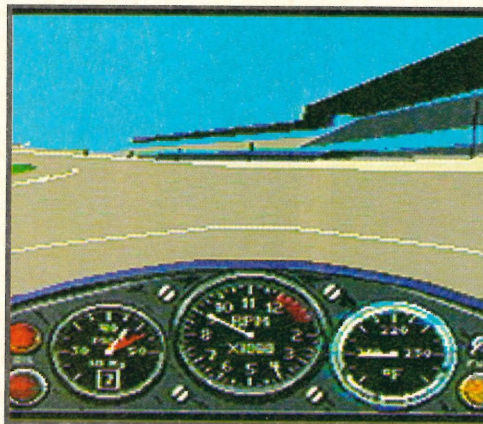
The Hit Squad, £7.99 AF2 66%

■ Did you know that if you leave the joystick alone long enough while playing (or not, as the case may be) *Hudson Hawk*, a piano falls from the sky and crushes him? Well it does. That's probably the best thing in this weak conversion of the equally poor movie. Later levels are near impossible to complete without a cheat mode (or AR cart), so only those with God-like gaming skills are advised to give *Hawk* a try.

#### HUMANS 2

Gametek, £29.99 AF12 75%

■ It's not *Lemmings*. Secondly, it's not *Lemmings*. It never has been a *Lemmings* beater, never will be a *Lemmings* beater and it's... oh sod it.



#### INDIANAPOLIS 500

The Hit Squad, £12.99 AF14 44%

■ Fair race sim with speedy vector graphics and oval circuits. In fact, lots of oval circuits. Actually, one could say that *all* the tracks are oval, depriving *Indianapolis 500* of a certain element of mystery ('oh no, which way do I turn this time?'). It's more strategy-based than its nearest rival — Geoff Crammond's classic (and superior) *F1GP* — so purists may enjoy it.

#### INT RUGBY CHALLENGE

Domark, £25.99 AF6 19%

■ Unfathomably bad rugby bash. With a surely record-breaking number of bugs and glitches, an astounding lack of challenge and graphics that'd make a C64 blush, *Rugby Challenge* is utter crap.

#### INTERNATIONAL SOCCER CHALLENGE

Kixx, £9.99 AF5 18%

■ So far, no-one's succeeded in mixing a first-person perspective with soccer. This attempt's no better than the others — probably worse.

#### INTERNATIONAL TENNIS

Zeppelin, £7.99 AF2 76%

■ So-so budget tennis sim. Its four-player option's pretty cool, but the lack of any serviceable tournament option proves to be a near-fatal omission. Still, it's worth a laugh or two if you've got a few mates around to play it.

#### ISHAR 2: MESSENGERS OF DOOM

Similaris, £29.99 AF8 91%

■ An RPG with superb graphics and absorbing gameplay.

#### ISHAR: LEGEND OF THE FORTRESS

Daze, £29.99 AF7 74% (1200)

■ Like its sequel, *Ishar: Legend of the Fortress* is great to look at, but this A1200-specific version doesn't deliver any noticeable extras.

#### JAHANGIR KHAN WCS

GBH, £7.99 AF3 58%

■ Weak rendition of an essentially unconvertable sport. The only decent squash game on any computer is *International Squash* on the C64 by Zeppelin — and only in two-player mode at that. It's unlikely to be converted.

#### JAWS

Alternative, £4.99 AF12 33%

■ Not so much 'der dum... der dum' as 'WHAT A LOAD OF CRAP'. Still, it's cheap...

#### JET STRIKE

Rasputin, £25.99 AF14 79%

■ Talk about a nostalgia trip! This is *Harrier Attack* for the 90s, and no mistake. It's slow to get started, there's too much disk accessing, it's utterly infuriating, yet particularly playable. Life's like that, eh?

#### JOCKY WILSON'S DARTS

Zeppelin Platinum, £9.99 AF9 44%

■ Lard.

#### JOE AND MAC

Elite, £25.99 AF3 62%

■ Average console conversion. As two-player platformers go, it's far from dire, but it's not the kind of game that'll set the world alight.

#### KGB

Virgin, £30.99 AF2 90%

■ Utterly atmospheric and engrossing (if linear) point 'n' click adventure. It's as user friendly as you could hope for, with a well-written plot and instinctive user interface. Also, it's due out on budget later this year...

#### KNIGHTMARE

Mindscape, £14.99 AF5 63%

■ Confusing RPG. One for die-hards only.

#### KNIGHTS OF THE SKY

Kixx XL, £16.99 AF13 93%

■ Reckoned by many to be the best Amiga sim ever, it's certainly one of the most accomplished — and, bar *Gunship 2000*, it's the only really classic game from Microprose in a long time.

#### KRUSTY'S SUPER FUN HOUSE

Acclaim, £25.99 AF2 79%

■ The original review in Issue Two of AMIGA FORCE pointed out that *Krusty's* is a fun game... and well done to Acclaim and all that jazz. Thing is, Acclaim lost interest in the Amiga scene (they being an American-based company — we all know how well the Amigas do in the states, don't we?) and decided to sell their products on to another software house...

#### KRUSTY'S SUPER FUN-HOUSE

Virgin, £25.99 AF11 73%

■ ...which happened to be Virgin, who eventually got 'round to releasing it. Hurrah...



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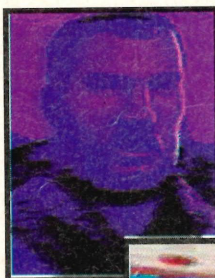
# amiga

## FORCE

It's going to be packed to bursting with all the essential gaming info you've come to expect from us. Including...

### TFX

Tactical Fighter Experiment is the latest cool 3D flight sim from Ocean. From what we've seen of the game it's going to be hot stuff...



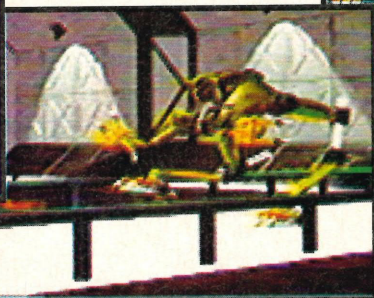
### LIBERATION

Mindscape's amazing CD32 block buster comes to the Amiga in a 16-bit and 32-bit version. We check them both out next issue.



### RISE OF THE ROBOTS

The beat-'em-up genre's set to take a battering with the launch of this futuristic cracker from Mirage.



### THE AF CHALLENGE

We start our quest around the country to find the best Amiga gamesplayer. We'll be playing special challenges in schools and colleges — where will we be next month? Tune in and find out.

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1994



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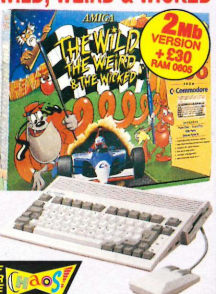


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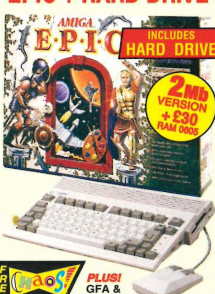


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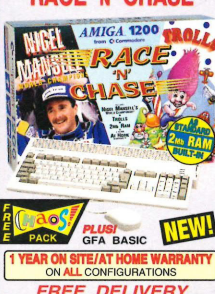


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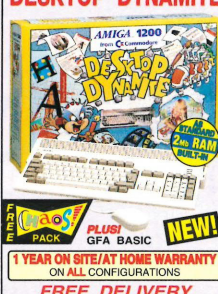
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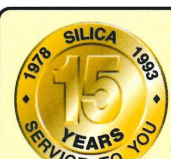
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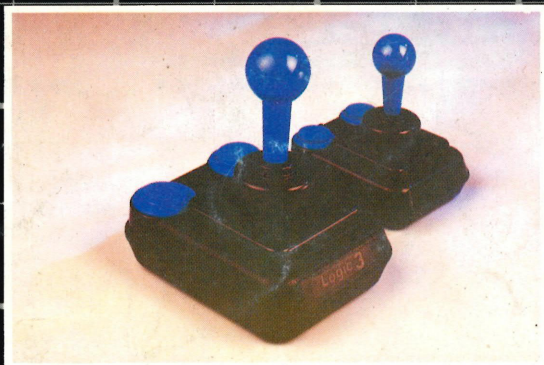
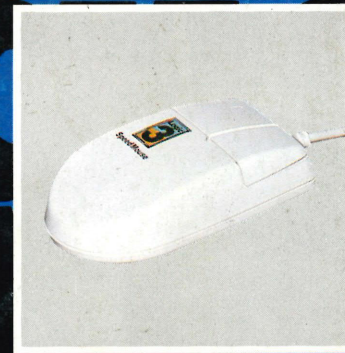
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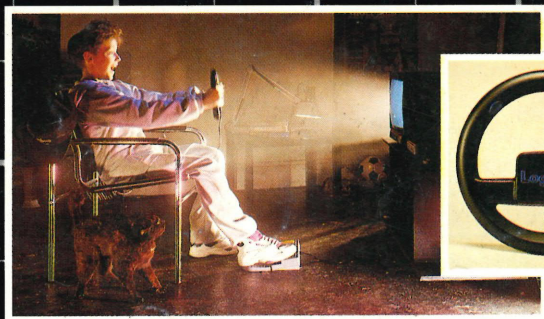


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